

GENESIS ▪ GAME GEAR
SEGA CD

Sonic 2

Our Favorite Hedgehog is Back With Awesome New Tricks, Moves, and Adventures! Pg. 14

Ecco The Dolphin

Plunge Into This New Aqua-Thriller. Pg. 40



Menacer

Blast Your Way Into Action! Pg. 42

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GAME GEAR: Shinobi 2 ▪ Lemmings
Terminator ▪ Taz-Mania & More!

Sega CD

Take a Spin on Nine Hot New Disks Pg. 50

November/December 1992 $3.50



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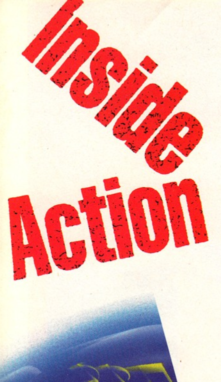
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Making multimedia games...Sega style. Page 80.


Taz hungry! Page 75.

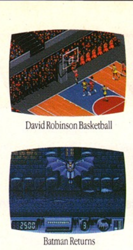
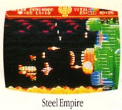
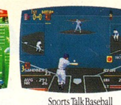

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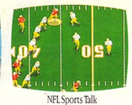


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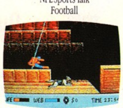

Roll left! Receive on page 36.



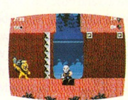
David Robinson Basketball | Steel Empire | Sports Talk Baseball | Super Monaco GP II | NFL Sports Talk Football

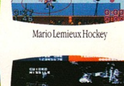


Batman Returns | Evander Holyfield Boxing | Sonic II (Coming November 24th) | 688 Attack Sub | Spiderman



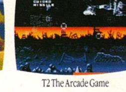
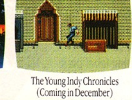




ToeJam & Earl | Mario Lemieux Hockey | TaleSpin (Coming in December) | Fantasia | Kid Chameleon

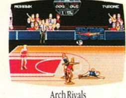


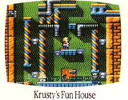
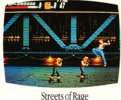


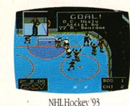
Taz-Mania | T2 The Arcade Game | The Young Indy Chronicles (Coming in December) | Green Dog | Chakan (Coming in December)

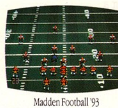
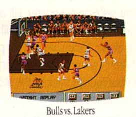





Arch Rivals | Home Alone | Krusty's Fun House | Streets of Rage | Bart vs. The Space Mutants



NHL Hockey '93 | Road Rash II | Desert Strike | Madden Football '93 | Bulls vs. Lakers

Sears has decided to quarantine an area for Sega addicts.

Finally, a place that's designed to have all the Sega Genesis games you're looking for in stock. It's called FunTronics, the new game department at Sears. Where you'll find everything you just can't seem to get enough of.

SEARS



Say What?

Overheard at Sega

Sonic 2's Day

OK, so you've waited and called and written and begged and cried and kicked and screamed. Well, we listened and now your prayers have been answered. On 2's day, November 24, 1992 the most anxiously awaited sequel in history will arrive on a shelf near you. **Sonic 2**, that speedy blue critter with an attitude, will be zooming his way to your Genesis and Game Gear systems.

But this time, you won't have to wait to play! Sega is now allowing buyers to pre-order the game, so they can be assured they will have it on the 24th. That way you won't have to sit home Sonic-less, saddened, with no meaning to your life, only because you couldn't make it to the store before the billion other Segaphiles who camped out in the parking lot all night.

All you have to do is go down to your local participating store at any time (you might want to call first before taking the hike), where you'll see a big pre-sell Sonic 2 poster. Fill out a coupon, pay the cashier, and you will get a FREE (yes, FREE!) Sonic 2 tee-shirt just for pre-ordering the game! Aren't we great guys? Then, on the 24th, take your receipt back to the store and get your copy of Sonic 2. By the way, feel free to laugh at the people with sleeping-bags in front of the store.

Movies

Aliens vs. Predator. RoboCop vs. Terminator. Freddy vs. Jason. Freddy vs. Jason? Believe it. It seems that New Line Cinema, the studio which brought you the wise-cracking **Freddy Krueger**, has just bought the rights to Paramount Studio's **Jason**. Whether it's going to be a team-up or a fight no-one knows, but the thought of seeing these two horror legends duke it out on the big screen gives us one big collective shiver. Question: how do you kill two guys that are already dead?

Weird Candy

Tired of sweet candy? Well, if you're ready to jump-start those tired taste buds, check out this candy that is so sour it'll make you lose consciousness. We're talking about **Super Sour Candy**, a line of candy that will make you pucker like you've never puckered before. This taste is so intense that the wrapper carries a warning: "The first 40 seconds are really intense, stay with it". Any candy with a warning label on it gets a 10 in our book. And if you think that's weird, you should try **Mega WarHeads**. This is not your ordinary Red Hot – we're talking china syndrome in your mouth. We don't don't advise giving this candy to your kid sister.

Hi-tech Roller Coasters

In our endless pursuit of further video excitement, we've discovered **Turbo Ride**, the latest in indoor roller coasters. Turbo Ride is like Star Tours (another cool indoor roller coaster) except that the ride is under water. It uses a full size movie screen (bigger than Star Tours) and computer-generated animation of high speed underwater travel. The action on screen is synchronized to hydraulic seats to really create the sensation of being in a high-speed sub. Right now the Turbo Ride is only in San Francisco, but will soon be found in many malls across the country.

Sonic Meets Archie

Starting this October, **Archie Comics** will be publishing a four-part comicbook miniseries based on the life and times of everybody's favorite hedgehog. Issue 0 will delve into the past history of Sonic and Robotnik, describing how the two first got to be enemies. Look for Sonic the Comic at your local newsstand.

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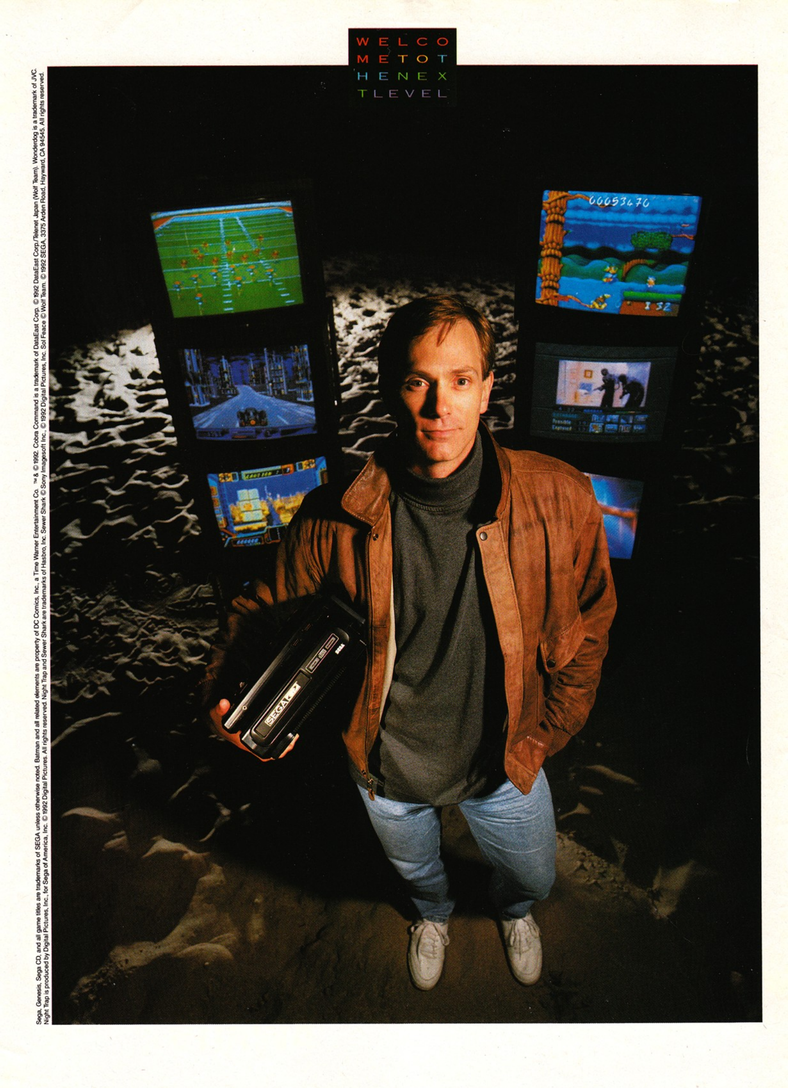
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The Fine Folks of Customer Service

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Believe it or not,

An interview with
Scott Bayless, CD developer at Sega.

the brains behind Sega CD

What are the technical advantages of Sega CD?

Basically, it offers massive storage, which means we can now use real video action. A 16-bit cartridge could only hold a few seconds of motion video. But the CD holds over 500 megabytes, so you can now play for hours, interacting with real video.

don't wear pocket-

So the games will be more realistic?

Yeah, way more realistic. We have a second processor and a special graphics chip, so our zooming, scaling, and rotation is incredible. And we use a lot of real-life video you can actually interact with. Characters will speak to you and harass you.

protectors or glasses

What do you mean "interact"?

For example, there's a game called "Night Trap," that uses all real-life footage with real actors, and you control the action. You have to rescue girls from a house full of ghouls by operating a surveillance system, and trapping them in different rooms. It's like controlling the plot and the action of a real movie, from start to finish. It's pretty wild.

held together with tape.

Do you have a personal favorite CD game?

Yeah. I like the INXS music video game, where you can re-edit their videos with different special effects and graphics. The sound on all the CD's is pretty amazing; it's just as good as an audio component. Plus we're using a lot of original music. When you hook it up to your sound system, it's like playing in a whole new realm. It's really amazing. You forget where you are.

(Those guys work at Nintendo.)



SKATE WITH THE GREATS.

Nobody can hold a stick to these guys:

Messier, Coffey, Kurri, Linden, Savard, and the 544 other guys who play hockey at the highest level. The deadliest marksmen, the enforcers, the brightest stars of the pro game.

They're all captured in NHLPA® '93. The official game of the National Hockey League Player's Association.® The all-new version of the most action-packed hockey game ever.

Last year, NHL® Hockey was the top-selling Genesis™ sports title. This year, the same game designers deliver even more explosive game play.

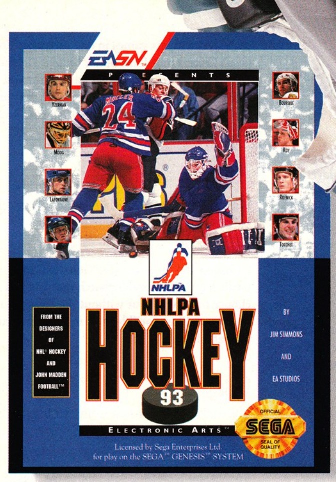
Check out all the players. The complete, accurate team rosters from the 1992 season. Plus 1993's new Ottawa and Tampa Bay expansion rosters.

NHLPA '93 is the finest the sport has to offer. With more new pro moves than you can shake a stick at.

Faster, tougher to beat goalies who leave the crease to clear loose pucks, or lunge and dive to smother shots. Individualized moves, like glass-breaking slap shots, nimble stick action, and brutal body checks. Each player skating his own unique game.

Hot new defensive techniques and an improved computer opponent raise the electricity in power play situations.





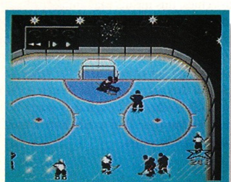
Standing between you and the trophy are scorers like Larmer. Goalies like Belfour. Intimidators like Probert and Gaetz.

Each of the 550 pros rated on 14 characteristics based on 1992 playing stats.

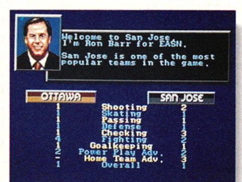
Some of the pros are better defensemen, others scoring machines, others are specialists at killing off opponents' power plays.

If these guys don't stop you in your tracks, the refs will. Calling you for tripping, hooking, cross-checking, offsides, interference, or icing. The more severe the penalty, the longer you're in the sin bin. There are even injuries that can knock you out for the game.

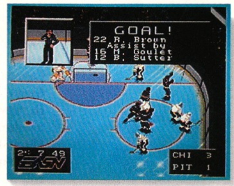
Your goalie now makes diving, lunging, and kick saves. So get the puck outta here.



Talk about a game with impact. Personalized moves include Doug Wilson's cannon-like slap shot.



EASN's Ron Barr is all over the ice like a Zamboni.®



Score with the names of the game. NHLPA '93 is the only place you'll find all 550 pros.

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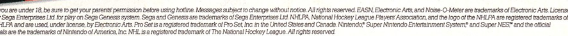
Now available on Super NES.™







If it's in the game, it's in the game.





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Yo Sega!

Yo Sega!

In the May/June issue of Sega Visions you had a picture of Sonic standing next to a little critter with two tails. I was wondering if Sonic the Hedgehog 2 is going to be a two player game.

N.N. (No Address)

Good guess. Sonic 2 is a one or two player game. The "little critter with two tails" as you put it is none other than Tails, Sonic's pal, who helps Sonic fight enemies and collect rings. In the two-player game, one player controls Sonic while the other controls Tails. (In the one player game, Tails just tags along, getting into mischief on his own). Even better, you can play competitively or cooperatively. We think competitive mode is really cool, where each player tries to score more points. Competitive mode uses a split screen, so you can see both players at the same time. Check out a major review of Sonic 2 this issue.

Yo Sega!

Besides the U.S. and Japan, what other countries have Sega Genesis? Are their cartridges different from ours? And if so, is it possible to play their games on our Genesis?

T.T., San Leandro, CA

Although Sega products are sold all over the world (Australia, Austria, Belgium, Brazil, Canada, Denmark, Finland, France, Germany, Greece, Holland, Hong Kong, Israel, Italy, Mexico, New Zealand, Norway, Saudi Arabia, Spain, Sweden, Switzerland, Taiwan, Republic of China, Turkey, United Kingdom, and the United Arab Emirates, to name just a few), Genesis is only available in the US. (In most other places it's called Mega Drive). Even though Genesis and Mega Drive units may look similar, they are not cross compatible, which means that a Mega Drive cart may not work in a Genesis, and vice versa. So if you own Genesis buy Genesis game cartridges and peripherals.

Yo Sega!

First of all I would like to say that your magazine is great! Next I would like to ask when the Sega Menacer is going to be released? And how much will it be?

E.K., Newton Square, PA

Menacer will be available in time for Christmas – you might even be able to find it in stores now. Menacer will retail for $69.99 and will come packaged with six games in one cartridge: Rockman's Zone; Front Line; Space Station Defender; Pest Control; Ready, Aim, Tomatoes (for you ToeJam & Earl Fans) and Whackball. Terminator 2 will also be compatible with the Menacer – see our review this issue.

Yo Sega!

Will the Genesis version of Game Genie work the same as the Nintendo version or better?

J.P., Havre, MT

Of course it'll be better! The Genesis Game Genie features an on/off switch that lets you choose to play with or without the Game Genie password. Plus, you'll be able to input five codes instead of three.

Yo Sega!

Will there be a Power Base Converter to play Genesis games on the Master System II?

J.S., Starbuck, MN

The reason Genesis is superior to the Master System is that it can process information at twice the rate (16 bits at a time versus 8). For us non-techies, this means that animations can be twice as big, or they can move twice as fast as they do on a Master System. While it's relatively easy to convert a Master System game to play on a Genesis, it's not so easy to go the other way. Look at it this way: You might be able to fit into your Dad's clothes (although they might be a little baggy), but your Dad would have a tough time fitting into yours.

Yo Sega!

I own a Genesis and I was wondering if you will be able to play CD games on a regular CD player.

A.S., Winner, SD

Sorry; to play Sega CD games, you will need a Sega CD unit. A regular audio CD can only process digital audio, while a CD-ROM drive (such as the Sega CD) has to process a wider variety of digital information, including graphics and animation. In addition, a CD-ROM drive needs to have better error correction and faster access time than its audio-only cousin. You will, however, be able to play audio CDs on a Sega CD unit.



Yo Sega!

I own a Sega Game Gear, and I was wondering what attachments or devices you are making for it. And could you tell us Game Gear owners what new titles you have in store for us?

J.V., Kansas City, MO

You probably read about the Super Wide Gear and the Cleaning Gear in the last issue of Sega Visions. And in addition to the TV Tuner and the Master Gear Converter, Sega has a new rechargeable battery pack for the Game Gear (this one does not include the AC adapter, so it costs less). With the rechargeable battery pack, you won't have to keep buying those one-time batteries and filling our landfills with all that toxic waste. And you can use the money you save to buy more Game Gear carts. It's beautiful. As far as new titles are concerned, check out our new Just Review It! section for Game Gear.

Yo Sega!

I am seven and a half and I love my Genesis. I would like to know if you are coming out with any games for kids. PS. I love Sonic.

R.G., Phoenix, AZ

We love Sonic too. And yes, we are coming out with a game especially for kids, called Toxic Crusaders. We showed it to a group of kids between the ages of six and ten, and they gave it a big plus. In Toxic Crusaders you get to fight some bad polluters and save the environment, something we should all be doing anyway.

Yo Sega!

I'd like to congratulate all those hardworking dudes at Sega for a great magazine. I have some ideas that could make the magazine even better, and I would like suggest that all Sega fans out there send their suggestions as well. Let's make Sega Visions the best video game magazine ever! My suggestions are as follows:

1. More colorful art, especially on the cover and in game reviews.
2. How about a top 20 list of readers' favorite games? Have readers send in their favorite games of all time, and then publish the list in future issues.
3. Have readers send in their tips and tricks, and then publish the best ones in a special section of the magazine. Maybe you could call it Visionaries or something like that.
4. Announce the tentative release dates of future titles.

J.S., Vega Baja, PR

Good ideas! Of course, we're already doing some of them — like the colorful art (see this issue's cover), and the tentative release dates (see Incoming!). OK you guys out there in Segaland, let's see what you've got by way of tips and tricks. And while you're at it, send us a list of your top five Genesis and top five Game Gear titles. If we get enough responses, we'll start printing top twenty lists.



Top Envelope Art
Cool art, Man!
Michael Ahrens, Oxnard, CA

Yo Sega!

I noticed you are coming out with Sonic 2, and I have a few questions:

1. Are the graphics going to be as good as, or better than the first?
2. Will the bosses be cooler?
3. Will the basic game be the same or different?
4. What's the deal with that two-tailed fox?

Please answer at least two of my questions.

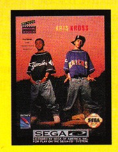
R.S. (No Address)

Check out the Sonic 2 review in this issue, and you may find that we answer all your questions. Sonic 2 is bigger, better, brighter and more challenging that Sonic 1. What else can we say?





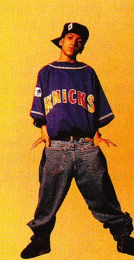
At Sony Imagesoft, we're revolutionizing the video gaming world with a totally unreal lineup of games for the Sega-CD. We're the first to put the power of music video creation in your hands with two music video games featuring smash music artists **Kris Kross** and **C+C Music Factory**. They'll blow you away with incredible CD sound, digitized live-action music video clips and the awesome power to direct, edit and produce your own music videos.



Sewer Shark, our action-shooter, takes you to a new realm of game play. Digital video of live actors and CD sound put you in the cockpit of this flight simulation shooter. Set in rat-infested sewers following a nuclear holocaust, you'll team up with ace sewer-jockey Ghost to transport supplies to human outposts. Your mission's clear: deliver the goods and fry the rats. Miss a turn and you're history. But make it all the way . . . and you're in Solar City, maxin' out to beaches, babes and awesome rays.

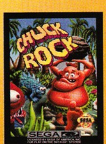


REAL!





We've also taken **Chuck Rock** and our own movie-based Hook and powered them up for the Sega-CD. With nine more levels than our 16-bit version, plus incredible new animation, Chuck Rock is definitely gonna kick butt and take names. And **Hook** for the Sega-CD, which features digitized scenes from the movie, never-before-seen computer graphics of Hook's ship, and CD-quality audio from the film soundtrack, takes our critically acclaimed 16-bit game to the next level. So if you're looking for a totally new, totally unreal video game experience, you found it. From Sony Imagesoft.





It's a whole new game.







UNREAL CD SOUND
UNREAL ACTION
UNREAL VIDEO
UNREAL POWER
energy
score
UNREAL GAME DEPTH
Hook
GHOST
UNREAL SPEED
UNREAL MUSIC
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UNREAL PEOPLE

Sega 14 GAME Feature

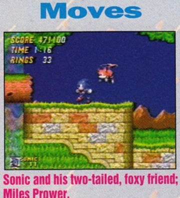
Sonic is back! He's spinning across the screen like blue lightning. Hold the phone! What's that behind him? It's moving just as fast...and it's orange! Hey, that must be Tails. Big news. This time around, Sonic has a partner. And what a friend he is!

The best news is that Sonic 2 is coming on Genesis and on Game Gear. Each game features Sonic, Tails, and the egg-headed Dr. Robotnik. Both games have two endings; one if you find all the Chaos Emeralds, and one if you don't. Both have all the things you loved about the first Sonic. But the plots, acts, and objects are totally new. This is Sonic like you've never seen him before.

Here's an in-depth look at everything you want to know about Sonic 2 Genesis and Sonic 2 Game Gear, like only Sega can give.

Sonic & Tails

All The Right Moves



Sonic and his two-tailed, foxy friend; Miles Prower.

Your lovable hedgehog is just the same. He's a speedy blue dude with an attitude, who just wants to have some fun. Sonic lets Tails tag along because he likes the foxy little guy. It also makes Sonic feel good that Tails wants to be like him.

The Sonic Spin Attack



Every Sonic fan knows this move.

Just point him in the right direction, press down the D-Button... and let him go! The Spin Attack can get Sonic out of just about any tight situation, over loops and through corkscrews.

Miles Tails

Miles Prower (Tails for short), is Sonic's newest friend. Tails is four years old and really wants to be brave and adventurous like his older buddy. He follows that hedgehog everywhere and helps whenever he can. Sometimes he gets under Sonic's feet or gets lost. But Tails can always find his way back. You see, Tails has some unique abilities of his own.

Sometimes Tails gets moving a little too fast and gets lost off the screen. When this happens, he spins his two tails like a helicopter and comes flying back. Pretty neat! Why do you think Sonic calls him Tails?

The Tails Spin Attack



Sonic taught him this trick.

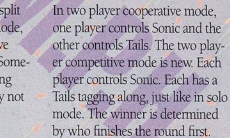
Just like Sonic, Tails can spin up to crunch just about anything in his way. In Genesis solo play, Tails will follow Sonic's lead and spin up at the same time.

Helicoptering



Lose Tails and he'll come helicoptering back on his twin tails.





Sonic 2 on Genesis

Sonic 2 Genesis is an 8 Mega spectacular loaded to the hilt with fun, action and surprises. It's three games in one. You can play solo, with a friend cooperatively, or competitively in an all-new split screen display. In the solo mode, Tails follows your every move (kinda like a little brother). Sometimes he zooms ahead, getting Sonic into trouble. Definitely not your average fox.



In two player cooperative mode, one player controls Sonic and the other controls Tails. The two player competitive mode is new. Each player controls Sonic. Each has a Tails tagging along, just like in solo mode. The winner is determined by who finishes the round first.

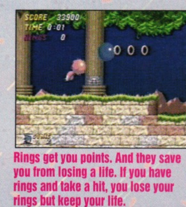
Dr. Robotnik has kidnapped all of Sonic's animal friends on South Island. He's using them to create a Death Egg, which will allow him to take over the world. Uh – uh. Not while Sonic is around.





Two-player competitive mode splits the screen for twice the fun.

Rings 'N Things



Rings get you points. And they save you from losing a life. If you have rings and take a hit, you lose your rings but keep your life.



Smash the monitor to get 10 rings.





Put on these red high tops for awesome speed.



Hit something that's anti-sonic and you'll lose all your rings.





Here's a shield that protects Sonic from one hit while letting him keep his rings. Smash this block with a spin attack. The icon will pop up and disappear. The blue circle is Sonic's protection.



Springs bounce Sonic and Tails around like pinballs...letting them get to hard-to-reach places.

Chaos Emeralds

You want to see the real ending of the game? Then you need to find seven Chaos Emeralds and face Dr. Robotnik. The Emeralds are difficult to get. You have to be fast on your feet.



Hit a star post when you have 50 or more rings and stick around. You're about to run a race.



Sonic moves down the tube like a blue streak, Tails close behind.

Star Posts

Star Posts let you continue from that spot if you lose a life. They have another purpose as well...

Emerald Hill

A tropical oasis by the South Island sea with a few new twists.

Platform. Jump Up!

Star Post

Speed Shoes

Super Ring

Super Ring

Bounce off of Robotnik's robo-car to bust it up. He'll get away, but you will be able to free some of his animal captives.

Platform. Jump Up!

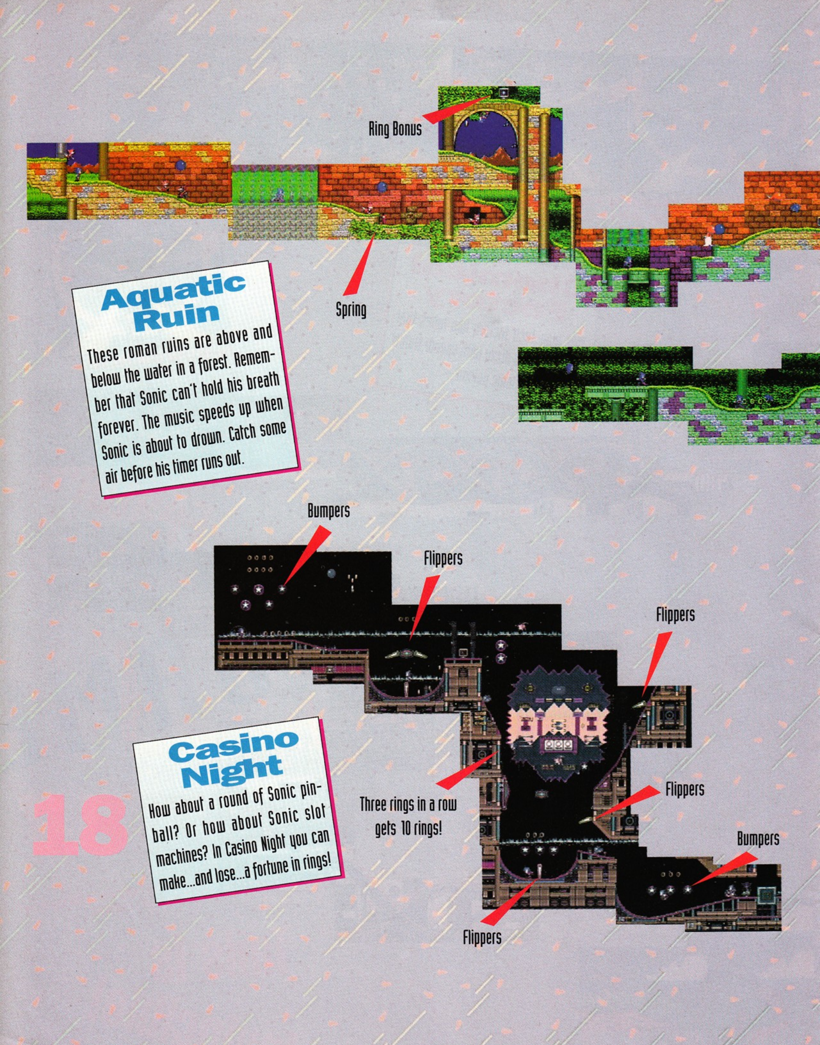
Platform. Jump Up!

Star Post

Spring



SONIC RINGS 41 TOTAL 43 TAILS RINGS 2
0 RINGS TO GO!
SONIC RINGS 46 TOTAL 49 TAILS RINGS 3
COOL!
RINGS 84 TOTAL 96 TAILS RINGS 12
SONIC RINGS 105 TOTAL 121 TAILS RINGS 16
Get 40 rings. Up the side of the wall. You made it. You get the thumbs up. Now go for 80 rings. A few bombs here. Its a roller coaster run. Awesome!
Now for the hard part. 140 rings. More bombs.
SONIC RINGS 139 TOTAL 166 TAILS RINGS 27
You did it. The Chaos Emerald.
Platform. Jump Up!
Chemical Factory
This high-tech factory has tubes that will leave you dizzy with speed! Watch out for anti-Sonic poison...
Feature
Sega GAME
17
Spring
Spring
Finish a round with 10,000 points and you'll get a CONTINUE.
Tails Is Invincible!
Go Fast!



Aquatic Ruin

These roman ruins are above and below the water in a forest. Remember that Sonic can't hold his breath forever. The music speeds up when Sonic is about to drown. Catch some air before his timer runs out.

Casino Night

How about a round of Sonic pinball? Or how about Sonic slot machines? In Casino Night you can make...and lose...a fortune in rings!

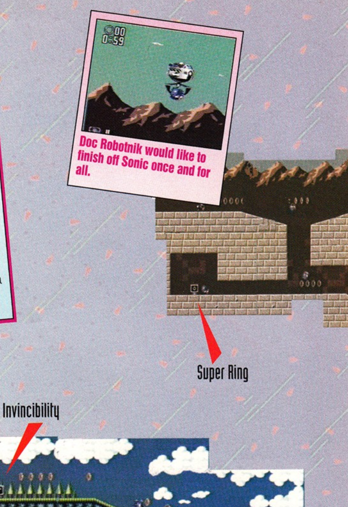


Does Sonic have an evil twin brother?

Sonic 2 Game Gear

Sonic 2 on Game Gear is different from the Genesis version. For a start, its the first ever 4 Mega Game Gear title. So you can imagine just how much action and excitement is packed into this game. Sonic 2 Game Gear is a dedicated one player cart. You play solo as Sonic. The overall plot is basically the same...Dr. Robotnik and his Roboswat team want to take over the world and he's starting with South Island. He's taken Tails as well as Sonic's other animal friends hostage and is holding them in a place called "The Crystal Egg." Sonic must find the six Chaos Emeralds and use them to free his pal and all the other residents of South Island.

Sonic can do things in Sonic 2 Game Gear that he can't do anywhere else. How about riding in a mining car and hang gliding?



Doc Robotnik would like to finish off Sonic once and for all.

Super Ring

Invincibility

Spring

Spring

Spring

Hang Glider

Spring

Spring

Sky High Zone

It's a bird! It's a plane! No...it's Sonic hang gliding.

Taking a deep breath in the Underwater Zone could get you a ride to the surface.

1-Up

Under Ground Zone

Take a high-speed ride in a mining cart through South Island's ring-filled underground mines.

1-Up

The Chaos Emerald can be found in some hard to reach places. Try looking in the second act of each zone.

Mining Cart

Spring

Green Hills Zone

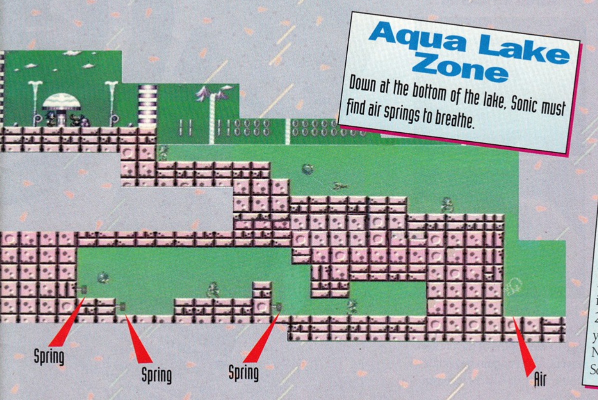
A speedy trip through the green, green hillls of home.

1-Up

1-Up

Aqua Lake Zone

Down at the bottom of the lake, Sonic must find air springs to breathe.



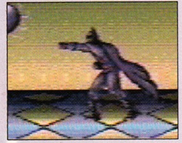
Who ever thought that going fast could make you a star? Sonic is becoming quite a popular hedgehog. 1993 is going to be the year for blue (and of the orange, if Tails has anything to say about it)! He's appearing in his own special comic book series from Sega and Archie Comics. Gamers nationwide have pre-purchased Sonic 2 and are eagerly awaiting their copies...and free Sonic 2 T-Shirts. Look for Sonic 2 in your favorite game store on November 24, also known as Sonic 2's day!

Batman™ Returns

You could say Batman is having a bad day. He's trying to save Gotham City from the tuxedo-suited clutches of Oswald Cobblepot....A.K.A. The Penguin™. But the crafty criminal has turned Gotham against The Bat by offing a beauty queen with one of Batman's own weapons. Not good!

To save your name (and your city) your mission is to track down The Penguin™ and the Red Triangle gang through the darkest haunts of Gotham–round after round of intense action–for the ultimate showdown of bat against bird!

The Bat, the Cat and The Penguin!

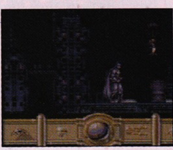






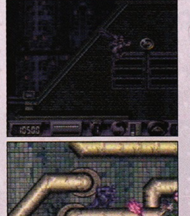
One hero. One villain. And a crazy cat who could play both ends against the middle.

Bat Utility Belt



Batman can choose from an awesome array of weapons in his utility belt. Access it by pressing the START Button. You can hit 'em with a bat boomerang, freeze your enemies in place with an ice bomb and finish them off with a few punches or kicks, destroy them with a bat harpoon or really let multiple enemies have it with a heat seeking batarang! Be prepared to change weapons if you run out of ammo...or you could be caught without a defense!

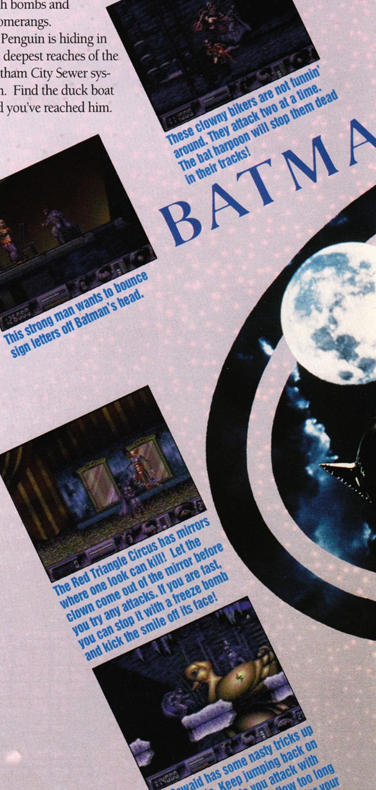
From the Rooftops to the Sewers



This is a battle that will take you from the top of the highest buildings to the depths of the darkest sewers. The Penguin has put a whole army of villains between you and him, and they're waiting to grind you into bat paste. Get ready for 17 stages of nonstop fighting against everything from jesters and parachuting penguins to gargoyles and clown-faced strongmen with no sense of humor! You can beat them all if you monitor your weapon belt. Pace kicks and punches with bombs and boomerangs.

Penguin is hiding in the deepest reaches of the Gotham City Sewer system. Find the duck boat and you've reached him.

Batman Returns follows the movie line closely, with some new rounds that really fill out the game. If you thought Batman Returns was a hot flick, wait until you try the game.



These clowny bikers are not funnin' around. They attack two at a time. The bat harpoon will stop them dead in their tracks!

This strong man wants to bounce sign letters off Batman's head.

The Red Triangle Circus has mirrors where one look can kill! Let the clown come out of the mirror before you try any attacks. If you are fast, you can stop it with a freeze bomb and kick the smile off its face!

Old Oswald has some nasty tricks up his umbrella. Keep jumping back on the ice flows while you attack with the batarang. Stay on a flow too long and a clown might pop up under your feet with a missile for you.



Clowns with bazookas and guided missiles have a bad way of popping out of the ice flows in The Penguin's Lair. Be ready for a fast defense.

Fire breathing devils in the Red Triangle Circus will scorch the starch out of your cape. Counter with the bat harpoon or the bat attack.

Giant statues throw big gears and spit fire. Stand on their knees for mega punches to their heads.

Gargoyles and deadly jesters await in the cathedral. Fall down a floor grate and you'll lose a life.

Cat Got Your Tongue? She can either help you or hurt you...and may do both.

The roof of the train has some sharp surprises for Batman.

Parachuting penguins have a way of dropping in and exploding in Batman's face.



WARNING!!! This game by Virgin Software will keep your fingers hoppin', your bubble gum poppin' and your global environmental consciousness on the increase!

Global Gladiators is one of the highest rated games ever to appear on the Genesis. It features Mick and Mack, a couple of cool young fellows with a taste for McDonald's and an extreme desire to be like their favorite comic book heroes, the Global Gladiators. They're about to get their wish! Old Ronald McDonald himself has dumped the dudes into a comic book toxic nightmare. Armed only with a gun that shoots orange wads of anit-toxic goo, you gotta clean up the Slime Land, Rain Forest, Toxi-Town and the Antarctica. Every round is timed. The air pollution will get you if you don't clear the round before your time is up. Each area has four levels...plus bonus rounds. Here's your chance to restore environmental harmony. Cool!

HipHop Gladiators

These boyz are too happenin' for words! Wearing only hightops against the toxic elements, they can run like the wind, stop on a dime and jump like Michael Jordan. If you let them stay in one place too long, they get bored and start blowing bubbles or pulling on their gum! They even talk when you get them into something real big. "Cool" and "Awesome" are their favorite words. You can play as either kid by selecting from the options screen.

Toxic Blastin'

The goo gun packs a real wallop! If you're not careful, it can propel you backwards off a cliff or platform.

The goo gun is all powerful. It looks a lot like an super soaker and will de-slime any creature you encounter in the game. You can shoot while running, standing and even jumping...a skill you need if you wanna succeed!

Look Up, Look Down

On a Ledge? Don't know if you should jump or backtrack? Try pressing the D-Button DOWN. The screen will shift to give you a view of what's below. Same if you are at the bottom looking for a way up. Press the D-Button UP for a peek!

ACK
BAL
ATORS

If you can't get something by jumping, remember that there is a way to get everything you see.

To get the timer in the first stage of Slimetown, go to the right until you find a jet pipe. Jump again just before you stop moving and you'll be skywalkin'. Jump again and you'll see a trail of arches. Follow them by jumping and you will reach the timer. Just don't jump into any gaps...or you'll fall and have to do it all over again!

See some arches, a heart, a time clock...anything...that seems out of reach? Jump up.

High Jump

Jet Pipes will launch you like a homeboy rocket, trailing a green contrail of slime.



In the Arctic rounds, polar bears try to take you out by treating you like home plate. Jump out of the way or blast fast with the goo gun.

Try pressing your jump button as you reach the highest point of your launch. You can get some



purchase on the slime and get even higher...to who knows what!



Feature

GAME

Continued on page 26.

No Clowning Around!





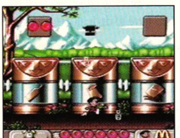
Ronald's given you the chance to be an environmental superstar. Move fast when you see him...you can pick up a lot of arches...and bonus points...before the round ends.

Get the fast-falling arches if you can. They are worth more points.

Arches give you big bonus points. Collect 16 in a row quickly and you'll get a "Cool" bonus. Get 30 and you can leave the level.



Recycling Pays Big



A falling anvil will ruin your chances of making recycling points if it lands on your head.

If you move fast and pick up at least 75 arches in a round, you get into the bonus recycling game! Catch falling bottles, cans and newspapers and throw them into the proper bins. You'll have to move fast because you can only carry one item at a time. Try juggling your trash...carefully! If any hits the ground before you catch it...end of round.



Continue arrows bring you back to that point in the game if you lose a life shortly after. Beats starting at the beginning!

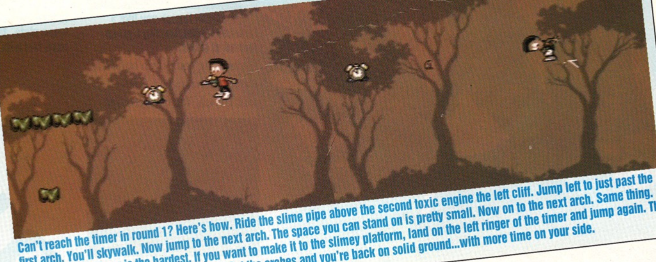




Get hearts. They restore your life meter and give you 1000 points.

Sky Walkin'

You might be surprised to find that there are invisible platforms in the sky and other parts of the game. Getting down can be tricky...



Can't reach the timer in round 1? Here's how. Ride the slime pipe above the second toxic engine the left cliff. Jump left to just past the first arch. You'll skywalk. Now jump to the next arch. The space you can stand on is pretty small. Now on to the next arch. Same thing. The jump to the timer is the hardest. If you want to make it to the slimey platform, land on the left ringer of the timer and jump again. The platform will only hold for a second or two. Get the arches and you're back on solid ground...with more time on your side.

CAN YOU TAKE THE TERROR?







SHE'S BACK!



FEEL THE SUSPENSE!



FEEL THE DANGER!



FEEL THE TERROR!



ALIEN 3™
ON GENESIS™ AND GAME GEAR™!

The Xenomorph are fast, spit acid and are right behind YOU! The motion tracker is your only warning. No time to think, no time to catch your breath...RUN!

Can't see very far ahead in these air ducts. Hard to breathe. Face-huggers can be anywhere. Must find a Queen Alien. The closer you get, the more Aliens you find...better not have them find you first!

Just keep telling yourself, "THIS ISN'T REALLY HAPPENING...ITS ONLY A GAME."

SEGA GENESIS 16-BIT CARTRIDGE

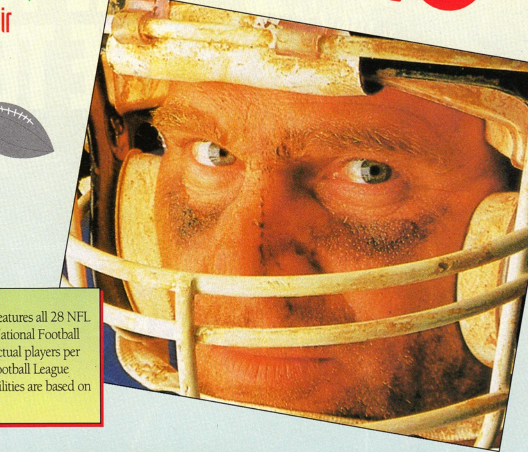






Tecmo has joined the growing number of developers creating games for Genesis with Tecmo Super Bowl, a highly successful title in their software library.

TECMO®

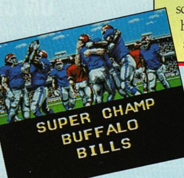


Tecmo Super Bowl features all 28 NFL teams officially licensed from the National Football League, along with a roster of 30 actual players per team licensed from the National Football League Players' Association. Players' capabilities are based on actual game statistics.

Joins The Genesis Team

Game modes include 17 Week Season and Playoff games to the Super Bowl, pre-season practice games, and "create your own team" games. You can choose from a playbook of 32 running and 32 passing plays. Your players build stats and can be injured, affecting their record standings for the season. Other realistic touches include fumbles and recoveries, blocked passes and kicks, touchbacks in the endzone, and time outs.

Tecmo Super Bowl has "action-reaction" cinema screens that give on-field views of the game and half-time shows. The cart has a battery memory so you can save your standings.



Give Tecmo a big welcome and look for their games in upcoming issues of Sega Visions.

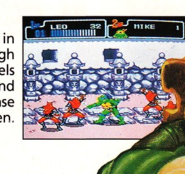

Turn on the power.


Now You Can Hook Up To Your Sega™
GENESIS
16-BIT
For the first time ever, Teenage Mutant Ninja Turtles®-The Hyperstone Heist™ from Konami® plunges the Turtles headlong into the shell-shocking world of Sega™ Genesis™. Dare to take this **all new** adventure on solo or double dare to duke it out with a partner and you're in for a ninjitsu jolt of action that'll leave you green! Will all this awesome power go to our heroes' heads? The quick-kicking quartet is on the hot seat again thanks to that mondo master of mayhem Shredder, and this could be Sayonara, dudes. Shredder stole the Hyperstone, a gem with the power to shrink New York City. Now catch that totally bogus bully before he makes the whole world small. Uncool!
LEO 37
MIKE 0
KONAMI®

The Turtles Genesis.™



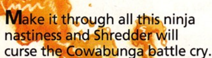
You've got all four majorly hip mutants, so choose whichever Turtle flips your switch. Each has his own bodacious new attack moves to shake down the Shred-heads. Donatello is much more than hot air with his Hurricane Attack and Raphael's Vacuum Slice really cleans up.



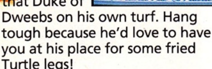
Experience most excellent 3-D effects in a geek fest that never lets up through 5 mondo body-slamming levels. Four levels each have 3 heinous stages to survive and the other is loaded with the most intense new challenges you've ever seen.



Slug it out in the sewers, do dirty deeds downtown, grind them up on a ghost ship, surf through treacherous ocean waters and even ninja till you drop.



Make it through all this ninja nastiness and Shredder will curse the Cowabunga battle cry. But then you must face that Duke of Dweebs on his own turf. Hang tough because he'd love to have you at his place for some fried Turtle legs!



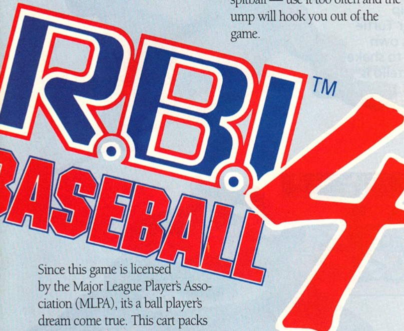




Konami Game Hint and Tip Line:
1-900-896-HINT(4468).

70¢ per minute charge. Minors must have permission before calling. Touch-tone phone required.

If you've ever wondered what it's like to play in the Series, then grab Tengen's RBI 4. This new baseball hit has been worth the wait. RBI 4 packs in more baseball features and options than its three predecessors combined.

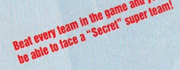


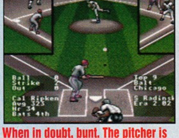
Since this game is licensed by the Major League Player's Association (MLPA), it's a ball player's dream come true. This cart packs all 26 Major League teams and their players. All the player abilities are based on their 1991 final season stats. You can even play as or against the 1991 American and National League All-Stars and all the divisional winners from 1983 to 1990.

Holy Cow!

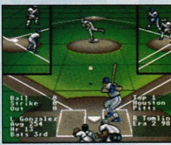
In addition to the single-game mode, you can play a seven game, winner-take-all series against any team on the cart. Play against each team in a division or face all the teams featured in the game.

RBI 4 is not your usual baseball game. For one thing, it includes a Home run Derby and a Game Breakers mode, situation baseball with a ton of pressure-cooker scenarios to hone your playing skills and judgment. And in addition to the usual pitches, it has a mean spitball and a pitch out that would make any pitcher's mother proud. A word about the spitball — use it too often and the ump will hook you out of the game.



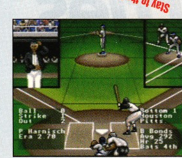


When in doubt, bunt. The pitcher is usually too slow off the mound to make the play.

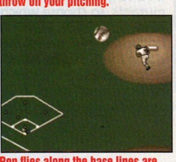


In RBI4 you can keep track of all the infield action without switching screens.

Stay to the back of the batter's box. If you crowd the plate, you'll be peppered with inside balls.

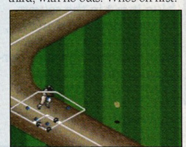


The sideline coach's batting signals can be confusing. Don't let them throw off your pitching.

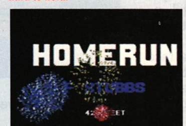


Pop flies along the base lines are usually good for a base hit.

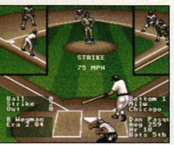
When men are on first and third, send the runner of third towards home plate. When the defense throws home, send the runner on first to second. Just before the runner reaches home, send him back to third. Do it right and you'll have men on second and third, with no outs. Who's on first?



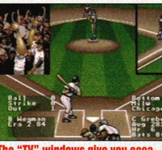
Games can be won by baseline hits. They may not be pretty, but they are hard to field.



Knock one out of the park and you get fireworks, your players name in lights and the distance of the home run.



A simple fastball gives you the fastest strikes. Its a solid, dependable pitch.



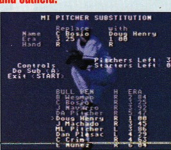
The "TV" windows give you occasional views of the benches as well as the infield action.



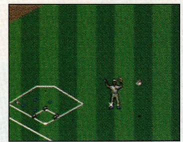
RBI4 has instant replay so you can see home runs and other action twice.



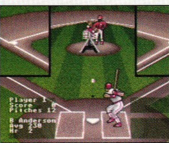
Infielders do a good job of backing each other up. Your best bet for putting men on the plate is to hit for the dead zones between the infield and outfield.



Your pitchers can get tired and lose their throwing arms...just like their real life counterparts. Substitute when he starts to get weak.



X marks the spot where the ball is going to land. If you can get to the X before the ball does, you'll make the catch.



The Homerun Derby gives you a chance to develop your batting skills in a contest against other teams.



If you lose the Homerun Derby, the other team lets you know what they think! Get 'em back on the diamond.



This is where your work on the field of dreams pays off. Win and your team gets big time newspaper coverage.



Put yourself here. RBI4 gives you the opportunity to fulfill all your baseball dreams.



NHLPA Hockey

Ever wonder what it would be like to face off against some of the National Hockey League's biggest stars...to cross the blue line, make a drive for the goal, fake left and score? NHLPA Hockey '93 from Electronic Arts is about to make your fantasy come true. NHLPA '93 is the sequel to last year's top-selling Genesis sports title, NHL Hockey.

After each goal, the winning team throws up their sticks. The losing team chews out the goalie!

This new and improved cart has it all, from high sticking to icing. NHLPA Hockey '93 features some of the best graphics and cross-checking this side of the NHL. If you're a real hockey fan, you won't want to miss one second of the action on the ice.

Each team's strengths and weaknesses are displayed before the game. The higher the number, the greater the advantage.

Because the game is licensed by the National Hockey League's Player Association (NHLPA), you get the players from the 24 cities in the league, plus Ottawa and Tampa.

Skate the play to one side of the goal to pull the goalie out of the crease...then shoot to the other side of the net.

You can choose from the more than 500 NHL players, with abilities that reflect their 1991-92 statistics. But that's not all. You also get both the East and West All-Star team rosters.

It takes fancy skating to beat a one-on-two.



Slap Shot

Each of the 24 NHL teams has been rated in 10 separate categories. In addition, each player, including the goalie, has been rated on 14 characteristics. The players have their own unique style, from glass-breaking slap shots to brutal body checks. Each team and player closely follow these characteristics on the ice, which makes NHLPA '93 the most realistic hockey game around.

Windows give the fine detail on face offs.

goalies. Your goalie can now make diving, lunging and kick saves. They also can come outside of the crease, so it's not going to be as easy to score on these guys.

The closer you get to the goal, the less speed you need on your shot. A slap shot is great, but it's not very accurate. When you are near the goal use a wrist shot. Quickly press "C" and aim high and to the glove side. You'll find this shot more effective.

Hockey is a tough sport and in NHLPA '93 your stars can become injured. It's up to you as the coach to know when to replace a fatigued player. Fatigue bars on either side of the line-name show how fresh (or tired) the player is. The longer the bar, the fresher the player.

Tripping will get you a penalty... unless you have turned off the penalty mode.

If you can't break through to the net, try a slapshot from just outside of the crease.

You can take on the computer or a friend. Or you and a friend can team up to face the computer in a regular-season game or the playoffs. Make it past the three seven-game playoff series and you play for 'The Cup.'

One of the biggest improvements in NHLPA '93 are the

Wimps take a seat. Hard-hitting checks are part of the game. Just before an opponent takes a shot, press "C" for an added burst of speed...and a great body check. The player will either lose the puck or be knocked to the ground, ending any scoring threat. You'll love NHLPA '93. It's the fastest game on ice.

Featuring Sega GAME

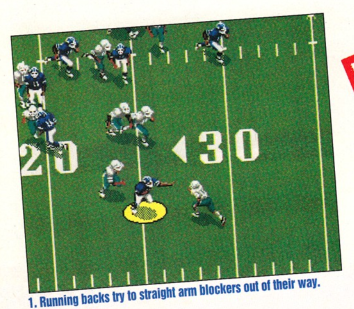
Joe Knows Football

NFL Sports Talk Football '93 starring Joe Montana is Sega's third installment of this popular Football series. Because the game is licensed by the NFL and its players' association, you get all 28 teams, their team colors, stadiums and all the stats, including the 1991 season. NFL Sports Talk out does its two predecessors with more options, better graphics and a 500 word vocabulary.

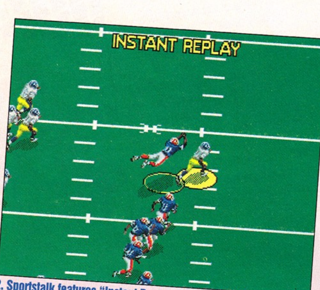
Each player is a digitized version of his real-life counterpart. You can jump, dive, spin, and move like the real player. And NFL Sports Talk has added on-the-field views from behind the offensive and defensive lines of scrimmage. There is even an overhead "blimp" view.

The main improvements in NFL Sports Talk are the player animations and the multiple field views. Now you have as many as eight formations to choose from and as many as nine plays per formation. Each team's playbook is different, which adds to the variety of the game. The defensive formations offer more coverages and blitzes.

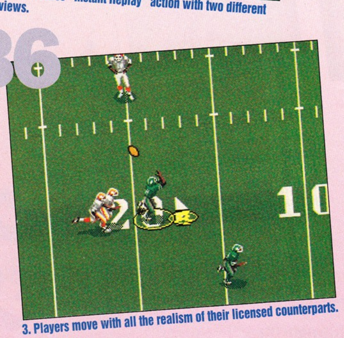
You can go up against a friend or the computer in an exhibition game or you can start a league of your own. Armchair quarterbacks will really go for the



1. Running backs try to straight arm blockers out of their way.



2. Sportstalk features "Instant Replay" action with two different field views.



3. Players move with all the realism of their licensed counterparts.

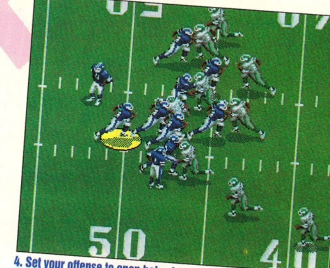
end game statistics. Make it past the regular season and the playoffs and you're in the Super Bowl.

Be like Joe. One of the things that makes Joe Montana a great quarterback is his field vision. Don't lock onto one receiver at the line of scrimmage and throw to him without looking at other receivers. By pressing "B" when the play starts you can scan the field for an open receiver.

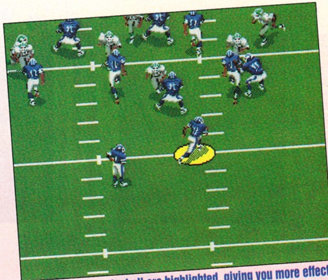
This game is won in the trenches. Getting a good pass rush on the quarterback can mean the difference between winning and losing. Being a defensive back or linebacker is much more difficult because you have to cover a receiver.

On running plays, move your QB in the opposite direction of play. You can still make the hand-off. The defensive players will usually follow the quarterback, making more room for your running back.

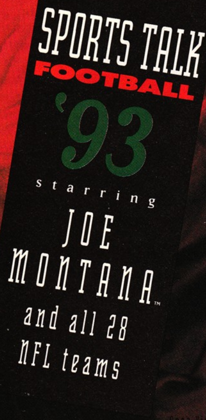
If you're a fan of the NFL you'll want to get a copy of NFL Sports Talk Football Starring Joe Montana. Because Joe knows football.



4. Set your offense to open holes in the defensive line, so your running backs can go straight through.



5. Players holding the ball are highlighted, giving you more effective control of the play.



6. Overhead views give you an idea of the time left in the quarter and where you stand on the field.



Don't Try the Zinfandel

Something very strange is going on at the Martin's winery estate. Five young coeds have disappeared behind its oak doors. The police are stumped. They've called the Sega Control Attack Team. SC.A.T. has called you. Welcome to Assignment No. 230, Code Name NIGHT TRAP. Sega's Night Trap is a game like no other. For one thing, it's the first game that can truly be called an interactive movie — a movie where you are the star, and you control the action. You decide how and when to act, as you help the plot unfold to its thrilling climax.

Night Trap is also the first game to give you interactive game play with digitized film footage and a live sound track. And although it's a game, the production is pure Hollywood, with professional actors and actresses (including Dana Plato of Different Strokes), and spectacular special effects. Everything was filmed and recorded just like a regular movie. The budget was pure Hollywood also, running into millions of dollars, and taking years to complete.

The Mission

You are a member of S.C.A.T., the Sega Control Attack Team. Commander Simms has called in your team to investigate the mysterious disappearance of five people at Victor Martin's winery estate. Ol' Victor has not been cooperative,

so S.C.A.T. has secretly patched into the house security system, a clever and nasty collection of traps covering eight rooms. You control them all by remote camera and the Genesis control pad. The traps are protected by an access code with six color variations. The Martins can change the access code to prevent you from triggering traps until you discover the right color code.

Now comes the hard part. Five more beautiful coeds are coming to spend the night at the Martin estate. One of the group is Kelli Medd (Dana Plato), an undercover S.C.A.T.



The Augers get bolder as the game goes on. Don't trap anyone you shouldn't...

Kelli Medd is the undercover S.C.A.T. agent. She knows you are out there and will give you clues.

Lovely Lisa is surprised by more than just a spider in her shower.

Just what goes into the Martin's vintage wine?

The Martins change the code a few times during the game. This code change occurs about 8 minutes, 59 seconds into the game. Each time you play Night Trap, the change will be to a different color.

Oops. You messed up. "Go back to playing video games, kid."

agent. Using the security system, you must protect the girls from whatever harm awaits, picking up clues from conversations. Most of the figures you must trap are the black wrapped ghouls called "Augers." You'll hear a beep and see the counter increase whenever they enter the house. A trap indicator lets you keep track of how many you have put away.

The problem is, you don't know which room they have used to enter the house. If you are not at the right place at the right time, you can miss the opportunity to make a trap. Your timing has to be precise...right down to the split second. The key to trapping is keeping an eye on the proximity meter. When it peaks at red, hit the button. If you timed it right...and if the Martins have not changed the access color, you'll see an Auger get slam dunked, gassed or otherwise taken out of the game.

Solve the mystery and you will learn the Martin estate's gristly secrets. Fail...and the coeds may wind up more than just anemic.

ECCO THE DOLPHIN™

You've never experienced anything like this before. Dolphin might just be the most unusual video game of all time. Already Dolphin is being called Sega's next blockbuster hit. It will change the way you think about dolphins.



This is Ecco. The five stars on his head are a clue to his destiny.

Dolphin features true-to-life graphics and sound that helps bring the oceans and its denizens to life. To make Ecco as lifelike as possible, the game designers digitized actual film footage of dolphins and translated their movements onto the Genesis.



Sing your sonar at certain shells and they will restore your life meter.

Every stroke of Ecco's tail, every roll, flip and spy hop is based on the movements of a real dolphin. The game lets you experience what it is like to live and swim as a dolphin.

An Adventure as Big as the Universe

But there's more to this game than swimming, rolling and flipping. One day you watch helpessly as your friends and family (your "family pod") are taken from the sea by a mysterious force. To save your pod you must discover what has taken them...and why.



Glyphs are strange crystals with many purposes. Some will give you information. Others will give you sonar "keys" to blocked passages. There are even glyphs that give you oxygen deep under water.



Eat small fish to gain strength. When swimming, keep an eye on your oxygen meter. Run out of air and you will drown.

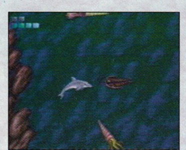
The adventure takes you across the oceans of the world, down into the depths in search of Orcas and Big Blue, the ancient whale. You'll search for the lost City of Atlantis and travel 65 million years back in time to confront an evil as old as the universe.

With 24 levels, Dolphin is big, bold and beautiful. A password feature allows you to save games. Almost every level has mazes full of danger, air tubes and glyphs.

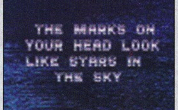


Sharks are one of Ecco's many natural enemies. Charge them top or bottom with your bottle nose.

A glyph in the Lost City of Atlantis will give you a clue to Big Blue.



Trilobites are 65 million years old, mean and hard to defeat.



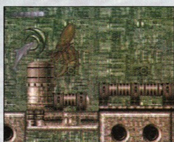


Use your echo location to spot Orca in the caverns below round 3. The caverns are filled with danger!



The giant octopus will try to stop you. There is a way to defeat it. Think like a dolphin!

Catch the next issue of SegaVisions for more maps and hints.



The end of your quest is drawing nearer. Use your sonar as a weapon here.

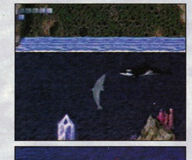


Use echo location to talk with dolphins and other sea life.

Sega GAME Feature

The Search For Orca

The killer whale is a cousin to the dolphin. Normally enemies, the danger they face is great enough to unite them in common cause. Orca has information you must have!



PERHAPS THE BIG BLUE WILL HELP YOU

Orca sets you on the journey to find Big Blue, an ancient whale who can tell you what has happened.

The Tunnels Leading to Orca

Strong currents. Swim hard!

Coral spines will hurt you.

Exit the caverns here.

Catch your breath here.

Jump the wall.

Catch your breath here.

The Key Glyph will give the sonar to exit the round.

SNEAK PEEK



Heavy EQUIPMENT

Sega's latest piece of high-tech hardware is more than just a new peripheral. Menacer is an advanced remote targeting system that will add new dimensions to your arm chair blasting.

Shaped like a rocket tube with a double pistol grip, the battery powered Menacer can be fitted with a skeletal stock and a binocular sighting module, or re-arranged into four different battle-ready configurations. The infra red control unit is separate from the Menacer and plugs into the control port of your Genesis, giving you total wireless freedom! The best distance is around eight feet.

Menacer features Accu-Sight, an on-screen cursor you control with the unit. Simply center the IR unit atop your TV and the cursor will track across the screen as you move. You can even turn the Accu-Sight off and aim at your targets with the Menacer sights manually, like the good old days.

Both Sega and other game developers are gearing up with new Menacer titles. It comes with a new six game cartridge that incudes the majorly awesome hit Ready, Aim, Tomatoes! starring the space boyz ToeJam and Earl. With production in full swing, expect to see the Menacer on shelves in your area before Thanksgiving.

A. The full Menacer with stock and the binocular sighting attachment is a double fistful of fun. This setup lets you get on target the fastest...with the most precision.

B. Remove the stock and the Menacer takes on a whole new look. It's more like a blaster. This is the ideal sitting or armchair configuration. Hold it close so you can really rock 'n' roll!

C. Stripped down, the Menacer gives you wild west freedom to fire at will! And there is no cord to tangle. Shoot from the hip. Use the sights. If you're real good, try switching hands. We're talking serious challenge now. Any way you play it, the Menacer is fun.

MENACER™

Frontline



The farthest enemies are the hardest to hit. Lead the jet fighters as if you were hunting ducks.

Frontline puts you in charge of some serious military artillery. The object: blast them before they blast you. The enemy comes by land and by air, slow and fast. Some just zoom by. But most are armed and looking for you!

This game was designed as more simulation than simple game. A slight delay between triggering and firing makes things much tougher. You have to lead close enemies much differently than you do far enemies, all the while taking into account the speed of the object you are trying to blast. Try using missiles on the aerial enemies for a higher kill ratio. Frontline is solid fun.

Pest Control



The bigger they are, the slower they move.

The premise is simple. You are guarding a pizza against an increasingly large horde of pizza-hungry bugs. Zap them before they eat the pizza. Now comes the tricky part. The entire screen is hidden except for an area slightly larger than the pizza, which is the Accu-Sight cursor area. If you start moving around the screen looking for bugs, you might just come back to find your pizza gone!

Pressing the PAUSE button on the Menacer's foregrip reveals the bugs that are left. The smaller the bugs, the faster they scramble. The smallest micro bugs really cruise and can show up on your pizza before you know it! Large, tick-like bugs move slowly and may hide bug bombs that will exterminate all the critters in the area. Too bad the Orkin man can't have this much fun!



Ready, Aim, Tomatoes!



Hit the tomato to get rapid fire tomato action

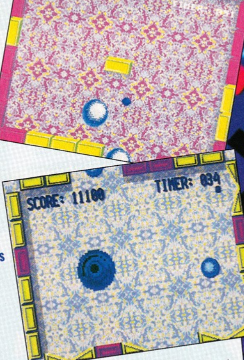
This veggie hurling spectacular is a riot! You play the game as ToeJam while Earl keeps score. Work through increasingly faster rounds of tomato chucking at all manner of strange critters..from the first TJ &E game, like the cupids, the cannon toting ducks, the Dentist and loads of fast food. Some of the weird creatures in this game sling tomatoes back at you! You get points for what you hit and the percentage of your accuracy. By round 3 things are moving pretty swiftly. Even losing is fun in Ready, Aim, Tomatoes! You'll see and hear the message, "NICE SHOOTING....NOT!"

Accu-Sight makes this game a pure pleasure. The cursor allows you to track your target without having to peer down the gunsights. If you like to shoot from the hip, this game makes it easy. It's a salad full of fun.

Continued on page 44.

MENACER

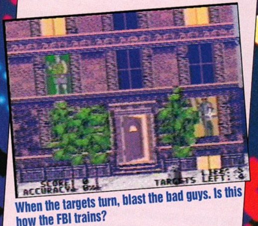
Whack Ball!



Whack Ball is a little like Arkanoid with a twist. You don't use the Menacer as a gun. It's more like a paddle, moving a sphere around the screen and bouncing the game ball inside rectangular patterns of tiles to change their colors.

Each pattern is different. Some have holes through which you can lose your ball. Some of the tiles are power-ups that make your paddle smaller or larger, double the number of balls you are handling, hold the ball to your sphere or bring you back to the beginning of the round. Controlling the action with the Menacer takes some getting used to. Don't sneeze! The sound the game makes when you lose almost makes you think the game is sorry you lost. Cool!

Rockman's Zone



When the targets turn, blast the bad guys. Is this how the FBI trains?

Rockman's Zone will appeal to anyone who has ever played an alley shooting game in the arcades or on a home system. The game puts you in a shooting course for a few rounds of Find the Bad Guy. As you coast down the street, targets flip in and out of windows and doorways. Most are good guys...girls in bikinis, policemen and the like. If you shoot them, you lose points and your accuracy rating drops. When the bad guys appear, the game calls out "Shoot!" Your reaction time is figured into your score, as is the number of times you fire. React too slowly and you're dead meat. The bad guys fire increasingly faster as you get deeper into the game. Here's your chance to become a deadeye!

Space Station Defender



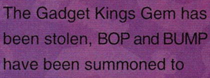
Blast the aliens before they get you.

This eight-round space blaster pits you against laser toting aliens who appear and disappear in iron capsules. The capsules beam on the screen singly or in groups of up to eight. You have to be ready to blast as soon as the capsule opens... before the aliens fire on you. Each scoring hit by the aliens takes one life or weakens your shield.

When you've cleared the level of aliens, its on to the next, this time faster. And faster. And you never know which capsule is going to open first. The game is much tougher when you target off the shoulder.

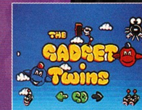
Mechanical Madness in The Gadget Kingdom.

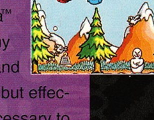




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GADGET TWINS™
GAMETEK
SIMULTANEOUS 2 PLAYER ACTION

The Gadget Kings Gem has been stolen, BOP and BUMP have been summoned to get it back. Follow them on a wild ride through the oceans and atmospheres in their quest to track down the evil THUMP and return the gem to the Gadget Kingdom. Twelve levels of the wildest arcade-action ever seen on the Sega™ Genesis™. Use any number of BOP and BUMP'S strange but effective defenses necessary to defeat their enemies. But watch out, because most of the inhabitants in this world of mechanical madness have a few surprises of their own. Sega Genesis Gadget Twins™ is a masterpiece of mechanical mayhem.











OVERVIEW

He's back, and he's bad as ever, on your Genesis as the first Flying Edge title for the Menacer.

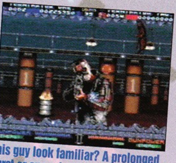
The game begins in the future. Post Judgment Day. Skynet has failed to kill Sarah Connor, and now they are sending another terminator back in time to get her son, John Connor. You are a Model 101 T-800 Terminator. You fight for the good guys with a weapon that fires projectiles and guided missiles. If you've seen the movie, you know the general object of the game: Go back in time and save John Connor from the deadly T1000 Terminator.

T2 can be played with the Menacer, or with a Menacer and control pad in two player mode.





Make it back in time and John and Sarah Connor will help as much as they can, with power ups and Terminator Armor.



This guy look familiar? A prolonged burst or one missile will do the trick.

Shoot the middle pod in the second human barricade for T2 armor. You'll need the protection!

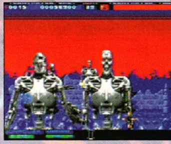
Armed and Ready

Though each round of T2 is a different mission, the basic battle strategy remains the same. Destroy as many endoskeletons, Series 500 Terminators and as much Skynet hunter-killer hardware as you can. Collect power-up items to keep your weapon functioning in rapid fire condition. Prevent human casualties.



Blast pods to get rapid fire and cooling parts to keep your weapon revving like a chainsaw!

The first scenes give you an opportunity to free fire at HKs and endoskeletons with the Menacer, getting a feel for targeting range. In general, the farther away an endoskeleton is, the easier it is to destroy. Guided missiles will wipe out anything short of a T1000 with one direct hit.



Endoskeletons try to get up close and personal. One direct hit with a missile turns them into aluminum cans.

Endoskeletons attack in waves. Concentrate on incoming bombs when humans are present, then go for the attackers that make it behind the lines. You'll find a 1-UP token in one of the weapons pods behind the second human barricade. Also pick up guided missiles to use against airborne HKs.



Don't waste your ammo on flying HKs. Hit 'em with a missile to heat up the skies!

Round 2 takes you into the human quarters, which has been infiltrated by human appearing Series 500 Terminators. They go down much easier than the endoskeletons. The fighting is close and furious. Human casualties will cost you big points, so be careful. You'll need missiles here to fight the Skynet orbs. Blasting them with projectiles will only overheat your weapon! Look for missiles by shooting the stacks of crates.



You'll find this hunter-killer at the end of Round 1. Shoot for the head first.

I'll Be Back

If you are successful in cleaning out the infiltration, your next mission is to follow John Connor (the adult) to the Skynet grounds, the lab and the time displacement machinery.

Battling in the past is a little different since you can't kill any humans. The humans don't know that and will do some pretty drastic things to stop you. Your mission now is to avoid them and rescue John Connor from the T1000.

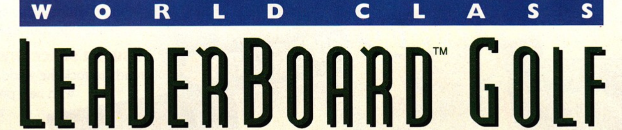
T2™ The Arcade Game is no creampuff shoot 'em up game. The graphics and sound are definitely on par with the Genesis best and the conclusion will stop you in your socks.

FUN ON THE GO!


When you're on the go, you want fun, action and excitement to tag along with you. And the only way to do that is to get these five great hits for your Game Gear™!
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WATCH YOUR OUR WORLD S

WORLD CLASS



12 different types of scoring and competition for one to four players. Includes "Best Ball," "Skins" and "Texas Scramble."

"Looks like he hit the tree Jim!" Digitized voice and sound effects on all the holes.

Near the green use the special "Chip" and "Punch" shot options to improve your accuracy.

Ask your caddy which club he recommends and be sure to check the wind direction before you hit your next shot.

Weather conditions affect the roll of your ball on the green. Hit a little harder on wet greens and easier on dry ones.

Tee it up on some of the world's most famous golf courses. Florida's Doral Country Club, a course so tough it has pros think about getting into a new line of work. Cypress Creek, the longest in Texas, this baby challenges even the biggest hitters. Saint Andrews in Scotland, the true granddaddy of them all. And, if that's not enough, there's the custom designed Gauntlet Links, maybe the toughest of the four. So if you're ready for the excitement of world class action...This bub's for you!

Available for Sega™ Genesis™



SELF STAR IN PORT SERIES.

OLYMPIC GOLD



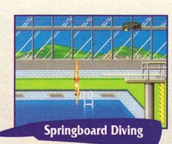
Archery

A lot harder than it looks. Wind speed and how far you pull back the bow combine to affect the arrows' flight.



100 Meter Sprint

You'll need a fast start and warp speed to have a shot at the gold.



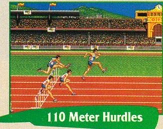
Springboard Diving

Four required dives and one optional. Scores are based on difficulty, execution and entry into the water.



Pole Vaulting

The hardest event. Plant the pole and time your release to clear the World Record heights.



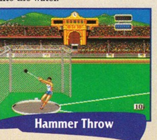
110 Meter Hurdles

Timing of your jumps is as important as speed if you hope to medal in this event.



200 Meter Freestyle Swimming

Bang those turns, but make sure you conserve your strength to sprint for the gold in the last 50 meters.



Hammer Throw

Trajectory, speed, angle of descent, you get the idea.



Official Licensed Product of the 1992 Barcelona Olympic Summer Games.

Barcelona 1992. It's the Olympic Summer Games all over again. This is your once in a lifetime chance to prove yourself in the world arena. You'll hear the crowd, feel the heat and experience the total rush of the ultimate in Olympic competition. Smash an Olympic Games record. Or beat up to three friends. Hey, you got to be tough. The world is your stage in this one.

Available for Sega™ Genesis™ and Game Gear™



Sega CD



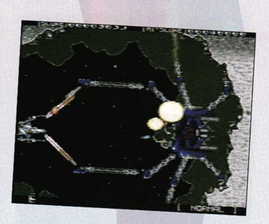
With the Sega CD about to drop into stores nationwide, it seems like everybody is creating new CD games. Make no bones about it, CD games are the next level, with detailed graphics, real digitized voices, and, in many cases, actual video footage. And when the Sega CD ships this November, it will include five CDs, containing over $300 in free software: Sherlock Holmes, a multimedia game with three different mysteries for you to solve; Sol Feace, an intense shooter; a compilation of four Genesis classics [Streets of Rage, Golden Axe, Revenge of Shinobi, and Columns]; a CD & D disk; and an audio CD featuring recording artists Marky Mark and INXS. In addition to these five CDs, a number of other titles will be available when the Sega CD goes on sale this November.

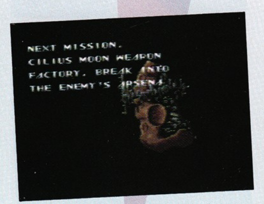
The following games are just the first of many more to come. Stay tuned to Sega Visions for the newest games and tips on Sega CD. And check out the review of Night Trap in this issue — it's the closest you've ever come to an interactive movie experience.

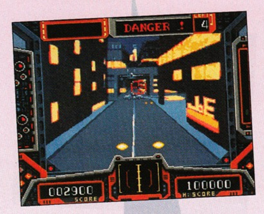
Sol Feace

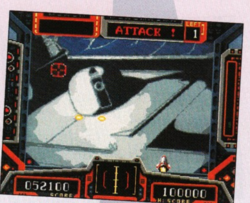
This shooter is big in every sense — big in graphics, big in challenge, and big in full stereo sound. You are in control of a fighting ship designed to stop a rogue computer before it exterminates humanity. Take on wave after wave of enemies with your tri-shot Sol Feace ship, collecting ever-more powerful weapons and engines. The eight end-round bosses of the game are beautifully animated and will challenge even the best gamers to bring them down. This title will be included with the Sega CD hardware.







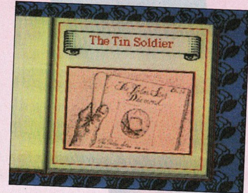




Cobra Command

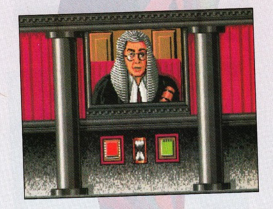
Cobra Command is a monster, high-speed helicopter/fighter simulation based on the popular arcade coin-op. You are the pilot in this cockpit-view game, with your navigator yelling out directional commands: "Come on Captain, up, up, UP!" Heat-Seeking missiles and dual Vulcan Cannons are your weaponry while you blast out terrorist strongholds in places like Easter Island, The Grand Canyon and Rome's Ruins. You'll take your Helo through some high-g paces and when you get hit, it'll be vivid cinema-like fireball time for you! Definitely big, bold and beautiful, with a digital soundtrack that will make you feel you are part of the action. Cobra Command is the first CD to feature actual cartoon-style animation.





Sherlock Holmes

Use your uncanny deductive powers in these three interactive mysteries, featuring 90 minutes of actual video and performances by more than 50 actors. You and your trusty sidekick Dr. Watson get to solve The Case of the Mystified Murderess, The Case of the Mummy's Curse and The Case of the Tin Soldier. You'll work directly from Holmes's Flat at 221-B Baker Street as you try to outsmart your evil nemesis, Professor Moriarty. This game, which comes packaged with the Sega CD, is a great way to get into the mind of Holmes.







Continued on page 52.

The Adventures of Willy Beamish

The Adventures of Willy Beamish is a cynical Saturday morning cartoon for slightly twisted adults. Willy needs to get to the video game World Championship. To do so he must practice his gaming and get money. Helping him is Horny, his crazed pet frog. The hindrances along the way are his little tag-along sister, his emotional-wreck yuppie parents and his Grandfather's ghost. In addition, he has to stop the evil Leona Humford, who's trying to blow up the sewer. Spectacular animation and artwork from Hanna Barbera and Disney artists, wonderful sound-effects and music round out this unbelievable game. Willy and company will make you laugh in this terrific addition to the Sega CD line-up.











Wonder Dog

This action/adventure CD is full of crazy, cartoonish creatures, and includes three different worlds, eight separate zones and a terrific digital soundtrack. In this adventure, the planet K-Ninus has been taken by the forces of evil. In a last-ditch attempt to save their world, the wise-ones (Good Doggies) send a puppy hurtling through space in a bone-shaped spaceship. The Bone-Ship crash-lands on Earth and the young dog is befriended by a boy. The saga of WonderDog is the story of the alien puppy (who becomes WonderDog) and the earthling boy. Join this dynamic duo on a series of adventures you'll never forget.

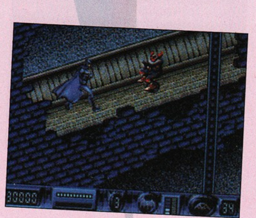




Batman Returns

Holy Hot CD! Gotham has never looked more real than in this 20 plus level action disc. The storyline remains close to the movie, with digitized moves taken from stunts, movie stills and video footage actually shot on location. Batman Returns on CD consists of three different games: a side-scrolling action/adventure featuring hand-to-hand combat against The Penguin and his minions, and two front-view shooter games featuring the Batmobile and the Batskiboat. The Caped Crusader is armed with a full belt of weapons — the Bat Grapple, Batarang, Smart Batbombs and the BatAttack that sends scores of bats against the enemy. Even the soundtrack is spectacular, with over 40 minutes of full digital sound created in Sega's new multimedia studio.

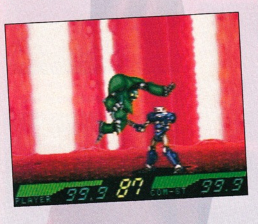


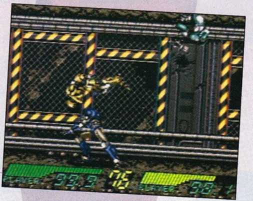


Black Hole Assault

The evil Akirovians are back and they're mad. This hard-core fighting game puts you into the driver's seat of some heavy-duty cybernetic armor. The game takes place on an asteroid, three moons and four planets (Saturn, Mars, Jupiter and Venus). It even has aerial fight scenes.

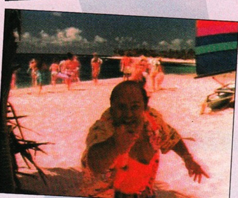
You'll have to deal with lousy planetary conditions, like the extreme gravity of Jupiter, acid-based Venusian rains and magnetic-flux storms on Mars, in addition to having to kick major-metal booty. This game even features a Tournament mode that lets you take on your pals . Overall you'll find that this is a terrific fighter that has taken the good ideas in Heavy Nova and made them great, including the addition of a hard-driving digital soundtrack.





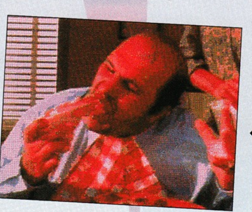






Sewer Shark

A growing trend in CD games is the use of live actors and digitized video. Sewer Shark delivers just that, coupled with an original score for an almost cinematic experience. In this action/adventure, the remnants of humanity have moved below ground to avoid the radiation caused by the holocaust.. As a Rookie Sewer Jock (with your co-pilot Ghost), you keep your fellow humans alive by transporting supplies through the sewers in your Hole Hog, Ghost's customized (though not entirely legal) Sewer Shark. The action is electrifying, as you find yourself hurtling through slimy tunnels, blasting everything that moves. But be careful, because the sewage tunnels are inhabited by the twisted and savage mutations of above ground animals. The top Sewer Jock gets to go to Solar City, an above the ground Valhalla with beaches, babes and fun.





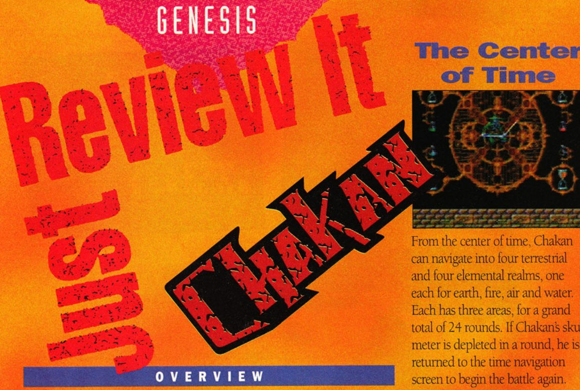
Make a Music Video 1

Make your own music videos by mixing actual video clips and special effects with the hottest hits of today. Choose from hundreds of clips, including music videos, movies, dance scenes, and street life, and add music from Kriss Kross. Musical numbers include "Jump," "I Missed the Bus," and "Warm it Up." And when you've created your music video, you can fine tune it using the powerful edit mode, and then save it on videotape.

If you wish, you can let Make a Music Video challenge you to create music videos to exact specifications (like having a demanding producer breathing down your neck), and then let the veejays and the artists themselves critique your video. Who knows? Maybe you have what it takes to become an award-winning music video producer.







Just Review It: Chakan

OVERVIEW

More than a thousand years ago, Chakan was a great and powerful warrior. Chakan boasted that even Death would bow before his swords. Death made him a wager and lost the battle. But you can't cheat death! Old Bones cursed Chakan by taking away his powers and giving him a death's head face. Chakan seeks a peaceful end...eternal slumber. But he cannot find it until, by Death's decree, all supernatural evil has been destroyed.

Now Chakan is down to the wire. Eight beings of incredible supernatural evil are left. If Chakan can slay these beasts and their minions, he'll get his wish. Some things are easier wished than done!

Look for the Game Gear Version Coming Soon.

The Center of Time

From the center of time, Chakan can navigate into four terrestrial and four elemental realms, one each for earth, fire, air and water. Each has three areas, for a grand total of 24 rounds. If Chakan's skull meter is depleted in a round, he is returned to the time navigation screen to begin the battle again.





Chakan can attack in any direction.

Chakan is the master swordsman. A touch of either deadly blade is enough to kill most creatures. In attacks, one sword serves as a guard while the other does the damage.



Most of Chakan's enemies attack two and three at a time.

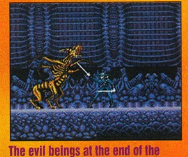
Alchemy (that's magic, folks!) can be used as soon as you find vials of red, blue, green and black

When fighting stage 1 boss monsters, kneel and slash. The guard sword will keep the monster at bay. His weapon will flail over your head and you will be able to inflict major damage!

magic fluid. Among the alchemy Chakan can use is invisibility and invincibility. He can make his weapons flame or shoot lightning. Other magic includes with power to fly, jump high and open portals through time.



If Chakan uses the alchemy of invisibility, only his swords are visible!



The evil beings at the end of the rounds are some of the meanest we've ever seen in a Genesis game!

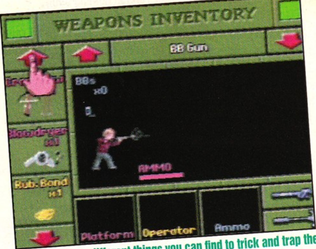


Swat the dragonflies before you try to get the alchemy potion. The dragonflies take skulls off your meter every time they bite!

He Cannot Die

Since Chakan cannot die, the game does not end until you either destroy all the Supernatural beings or until you turn off your Genesis! Each failed attempt puts you back at the navigation screen. Chakan has waited a thousand years for this.

HOME ALONE



There are many different things you can find to trick and trap the wet bandits.

OVERVIEW

The blockbuster hit Home Alone has found itself a home on Genesis. Just like in the movie, the young Kevin goes up against a pair of hoodlums, the Wet Bandits, while the adults are off yonder celebrating Christmas. The difference is that five houses in Kevin's cozy suburban neighborhood have been staked out by the bandits. Not to worry, tricks are for Kids and Kevin's got plenty of 'em.

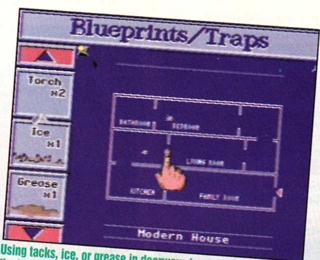
With the assistance of your trusty sled, BB gun, and a few handy household items like rubber bands, tacks, jacks, and rope, you must foil the bandit's efforts before they get away with the goods. Good luck, the clock will be ticking.

Kevin Gone Wild

The games begin outdoors with a cruise through the neighborhood on Kevin's sled. While slip sliding through the drifts you can collect extra ammo items (i.e. snowballs) by slamming snowmen. Keep your eyes peeled and you may catch a glimpse of the Wet Bandits van as they motor around looking for an empty house. Follow that car! That's your clue to head for the nearest entrance and start setting traps. But be careful not to fall victim to your own devices. Also, if a bandit catches sight of you, nail him with the BB gun then make a beeline for safety. If you get nabbed, you'll be hung up on the nearest picture hook and lose precious time.

When the parents are away, the crooks come out to play. But not when Kevin's home alone. Check out this crazy adventure and see just how much fun being a wild kid can be.

Just Review It

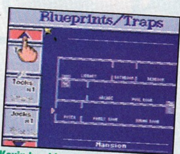


Using tacks, ice, or grease in doorways is a great way to keep the Wet Bandits on their toes!

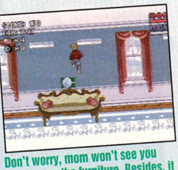
Take a cruise through the entire neighborhood to get a feel for the terrain.


The neighbor's cat will jump on your head. Press the D-Button left and right rapidly to shake it off.


Kevin's brother's spider will give you a big headache if you let him hit you. Cruise straight through the room and he won't get you...most of the time!



Kevin has blueprints of each house so he can set bandit traps with tacks, jacks, ice, grease and other stuff.


Don't worry, mom won't see you jumping on the furniture. Besides, it will help you reach those out of the way items.


Bash snowmen with Kevin's sled to get rocks, snowballs and extra points!

Look for the Game Gear Version Coming Soon.

Greendog™

THE BEACHED SURFER DUDE!

OVERVIEW

A young surfer-dude named Greendog has lost his board and, even worse, has been cursed by an Aztec pendant that won't come off. As long as he wears it, all living creatures will attack him. Greendog's beach babe, Bambi, clues him to the fact that he has to find six treasures to get the amulet off. Worse yet, he can't surf until he removes the curse. Bad news!

So Greendog (did his mother give him that name?) is off for an island hop through the Caribbean, armed with beach sports gear like flying disks, inline skates, a skateboard, snorkeling gear and a pedal copter. He fights enemies right out of a beach bum's nightmare. And for a surf dude, he does an awesome job.

Look for the Game Gear Version Coming Soon.

The background graphics are digitized, cartoonish and hip. You start with 4 lives and can find more hidden along the way. Power ups include enough beach-type food to feed an army, some pretty strange protection devices and extra flying disks so Greendog can toss two or three at a time. This really cramps his enemy's style. Your dog, Fetch, even tags along occasionally and helps by putting the bite on the bad guys. You can sometimes find him a bone that'll keep him busy for a while.

The music is true to island form...Reggae and Calypso...and will have you bopping in your seat. All in all, fresh music, great graphics and a whole new "look and feel" make this title a mongo hit. Gnarly.





The parrot will take you over the edge of the waterfall, down to the next island. A few stray piranhas may tag along for the ride.



They call him man's best friend? Fetch is cool. He'll chase pelicans and eat power-ups too. Find a bone to keep him happy.

Grab too much air and you'll get nailed by spikes on the ceiling.



Jam your flying disk into the mouth of the stone dragon to open the wall at the beginning of round 2.



Sandsharks, pufferfish, giant clams and other weird sea life will get in your way under the sea. Surfers are supposed to stay on top of the water!



The pedal copter is Greendog's main mode of transpo. Cool.



Believe it or not, the umbrella hat will provide protection from aerial enemies.



Time your swings to avoid falling into the water. Hungry piranha are ready to snack on your legs.



Who taught this mutt to snorkle? Find Fetch a bone so he doesn't munch all your power-ups.

Character is Everything

The main key to success is building the right characters. To avoid building your ideal party and having them slaughtered as soon as you leave the castle, try adventuring with one of the default parties built into the game. You can take them out, get them killed as many times as you want...until you feel ready to probe the mysteries of the Hollow World with a party of your own creation.



Outfit every member of your party with projectile weapons. You can do a lot of damage to enemies before they come close enough to injure your party.

You can choose from human clerics, fighters, magic users, and thieves. Demi Human classes are Dwarf, Elf, and Halfling. Since you can roll dice to get attributes and re-roll if you are not happy with them, it pays to keep rolling until all your characters have STRENGTH, DEXTERITY, and CONSTITUTION of 15 or 16. This will greatly improve your chances of survival early in the game.



Tough enemies await you on the west side of the bridge.

Another good idea is to get everyone a sling at the weapon shop. It's surprising how much damage a rock can do. Keep your weakest adventurers at the rear of the party, away from direct blows, and let them pound from a distance.



A hidden cave lies under the waterfall north of the castle.

Take the time to wander around the castle before you leave. Court wizard Marmelian will have instructions to help you on your way. Look closely in the torture chamber in the prison tower. You'll find gauntlets of ogre power in a secret room! Other secret items include a magical axe in the cellar of the inn, chain mail in the cemetery tower, and a magical sword in one of the castle towers.



You must defeat a nest of flying vipers before you can get into the cave. Rest after you fight them so you can continue with full hit points.

The game is long and complex, full of sword and magic battles, dungeon delving, and treasure raiding. If you really get stuck, get the D & D Warriors of The Eternal Sun hint book. It has all the tips and tactics for survival minded RPG'ers.



Clerics generally learn spells faster than other magic users. Don't forget to use them in the heat of battle.



OVERVIEW

Warriors of the Eternal Sun

This D & D game for the Genesis has all the features that have made D & D gaming so popular over the years. Designed along D & D gaming rules, Warriors of The Eternal Sun gives you killer 3-D dungeon graphics, real sounds, selection from many types of weapons and magic, and many hours of adventure without a human dungeon master!

The castle of Duke Barrik has been transported to a strange world where the sun shines an eternal blood red and monsters swarm the gates. The Duke needs a brave party to venture out into the wilderness and find allies.



OVERVIEW

Baloo, the jolly bear of Jungle Book fame, and his sidekick, Kit, have decided to enter a contest. All they have to do is be the first ones to collect a cargo box from each of ten locations. The winner receives a lifetime work contract with the city. Sounds simple enough, eh? Wishful thinking!

Little do our furry friends know that the cargo boxes are scattered everywhere. And, to make matters worse, Shere Khan the tiger (also from the Jungle Book), has decided to take a swipe at the grand prize, too. Waiting in the wings is the villainous air pirate, Don Karnage. You can see the deck is stacked against Kit and Baloo and their cargo company, Higher for Hire.

Kit is easy to move around. He's faster than Baloo, but can't take as many hits.

You can go cargo box hunting as either Kit or Baloo. Kit's smaller and faster, while Baloo is slower and stronger. No matter who you choose you've got your work cut out for you. The cargo boxes are located in the most precarious places, such as high atop rocky ledges and at the foot of bear-eating pits of quicksand, and you've got a limited amount of time to retrieve them.

Worse, the resident monkeys, snakes, and crabs aren't keen on having bears invade their territory, so be prepared to shake a leg and rapid fire your slingshot or paddle ball when they attempt to jump, bite, and pinch the life outta you. Fortunately, if you start feeling kinda low, a little extra searching will bring you energizing burgers and other helpful items.

Cargo boxes are picked up by jumping on them and pressing DOWN with the D-Button. Non-cargo boxes and other objects can be picked up and moved, then dropped, to use as steps. This is a particularly good feature for Kit.

If you can collect all your cargo, you still have to contend with Don Karnage, the foxy air pirate. Can you "bear" to have so much fun? Baloo and Kit think so. Get with the program and get your paws on Tale Spin.





Finding cargo is the name of the game. There are ten boxes in each round.



You can pick up unmarked boxes and drop them in other locations to use them as steps.

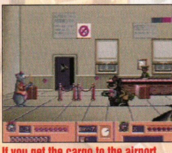




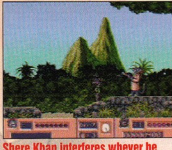
Cargo is hidden in some pretty devious places. Most of the boxes in round 1 are beneath the waterfall.



Baloo loves to eat. So does Kit. Food gives you bonus points and revitalizes your strength meter.



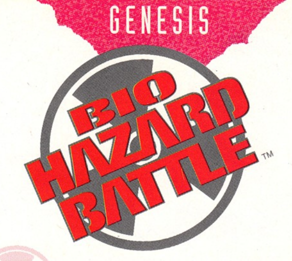
If you get the cargo to the airport, Don Karnage is there, waiting to steal it from you. Whack him with your paddle ball or sling shot.



Shere Khan interferes whever he can. Duck and let him have it!

Look for the Game Gear Version Coming Soon.

Just Review It



You can choose from four types of bionic craft, each with different weapons systems and adjustable difficulty levels for the novice through expert player. The medley of unique and disgusting horrors you get to battle is a tribute to the programmer's amazingly twisted imagination. There are nuclear crabs, huge poisonous amoebas, giant insects of all varieties, vast tapeworms, slimeworms and even gigantic praying mantises.

The backgrounds are varied and the action changes direction often. All kinds of power-ups are available for your shooting pleasure and depending on the skill level chosen, you have various numbers of continues. You even get to steal...um, borrow lives from your buddy in the simultaneous two-player mode. The action is fast and there are times when the screen is absolutely chock full of bio-nasties.

The stereo music hard drivin', perfect for a shooter; and the sound effects have to be heard to be believed (our favorite is a multi-segmented flying slime worm that dies in a domino-effect explosion that moves across your speakers like chain fire). Climb in your Bio-Ship and blast some bio-mutants in this fresh new shooter. It'll detoxify your day.



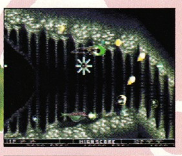
The Biohazard "Bio-Ships" are as strange as they are powerful.



Position your small companion ship to blast targets above and beyond the reach of your main weapon.

OVERVIEW

Do you ever just sit in front of your stack of game titles wishing for something different in a Shooter? Wait no more. Bio-Hazard Battle takes place in the far future, after the planet is virtually overrun by Toxic Bio-mutations. You are the pilot of a bionic spacecraft loaded to the nose with a spectacular arsenal of firepower. Your mission: blast those mutant vermin back to whatever slime hole they came from.





Double up with a friend for strategic blasting. Cooperative fighting is the best way to crack the tougher, underground rounds of Biohazard.



The rail car's cannon will make short work of your ship if you stay in one place. Keep dodging.



Hit the sky snakes in the head with a prolonged burst for instant destruction.

ALIEN 3

OVERVIEW

So, you want to shave your head and play hero? Now's the time, 'cause those slimy, acid-blooded Aliens are up to their nasty breeding tricks again in Alien 3 for the Genesis.

Step into the combat fatigues of the ever cool Ellen Ripley and head off into space for some fun and adventure. Your Marine Warship's escape pod has crash landed on Fiorina, a mining colony turned prison. You are the sole survivor of the crash — you and the Queen Alien, that is. And she's not wasting any time looking for people to act as incubators for her next crop of double-jawed children.

Bug Out!

You are armed with a standard issue combat rifle/grenade launcher. Scattered throughout the prison are hand grenades, flame throwers and ammo for all your weapons. Med packs restore your life meter. A scanner can show you the locations of the aliens and the prisoners, but you have to find the batteries first. Time, battery power and ammunition are all limited, so you must use your resources wisely if you want to survive.

You get bonus points for the time you have left in Mission rounds, so move fast. Try blasting away with your grenade launcher as you run, keeping an eye on your scope. In stairways you can fire up or down. Extermination stages, on the other hand, are your basic Alien-blasting free-for-alls. But watch out for the face huggers: they can turn your face into a permanent mud-pack.

The Queen has laid a pile of eggs deep in the bowels of the mining machinery. Find them and go to town with the flame thrower. Then be ready for the walls to come down, for the Queen is not going to be happy. After all, you and the Queen Alien have been at it before, and this time she's not going to let you win.

Losing is definitely a traumatic experience — you get to see the prisoners you missed give birth to a bouncing alien baby. Nasty!

Just Review It



Aliens move fast! They'll catch you off guard if you don't pay attention. Blast away as you move. The game gives you a lot of ammunition. Use it, trooper!

The Queen alien is waiting for you, laying eggs faster than a barn full of chickens. She'd like her babies to give your face a hug.



Each mission round is filled with hostages on the verge of giving birth to a bouncing alien baby. Your job is to rescue them all before the timer runs out...and the stork arrives.

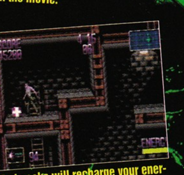


Aliens can appear anywhere. They hang upside down from ceilings and burrow up through floors. Some crawl on all fours, like the dog-alien from the movie.



Drop a few hand grenades down ladders or off of platforms to take care of any alien trouble waiting below.

At the start of round 2, move to the left. You'll find a hidden room with grenades and ammunition. Stock up while you can!



Med packs will recharge your energy meter. Take them whenever you come across one. You don't have any time to backtrack.

The flame thrower will turn aliens into crispy critters. It's a good close range weapon.



Move to the left at the start of round 2. You'll find a hidden room with a battery pack, ammunition and...an alien. Press the D-Button left and fire.

Another Bug Hunt



SUPER SMASH T.V.

OVERVIEW

Welcome, game show fans, to the future. It's 1999 and TV has taken a turn to the morbid. Instead of "dialing for dollars," how about blasting for bucks? You are a contestant on Super Smash TV, a game show where the money is big, the prizes are great and death is decent. Especially if it's yours!

The object is simple. You are live in front of a studio audience. Each sound stage is filled with enemies, killer machines and traps. Collect money and prizes without losing your life. It's not easy. Why do you think this show has such high ratings?

Show Time!

You can play Super Smash TV as a one or two player game. For two players the game is a serious challenge. Each player can move, fire and collect prizes with arcade quality controllability. Arcade gamers will notice the similarities to the coin-op version. For one player, the game is pure mayhem! The action begins fast and furious...and stays that way.



Cobra Death is twice the trouble.

You are armed with a rapid fire machine gun that can be fired forwards and backwards as you move. The stage fills up with enemies fast! Keep moving or you'll get clubbed to death, with realistic sound. If you win, you are rushed to the next stage with no time to rest. (It's pretty obvious the show producers don't want you walking away with all their cash!) Try to take out the mechanized guns and robots first. They are replaced more slowly than the club-toting enemies.

Power Ups and Prizes

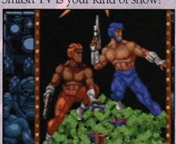


Power Up items only appear for a short time...and last even less.

The power-ups that pop up on the screen are necessary for your survival. The prizes are pure fun and often hilarious! Items like screen-clearing bombs, grenade launchers and tri-shots make staying alive more likely and make it possible to win prizes like new VCRs and combination alarm/toasters.

Before you can get your goodies and go home, you have to beat the studio's superstars. The giant bad boys are anything but human, anything but nice and determined to put you down!

If you want nonstop blasting action and game speed that will keep you on the edge of your chair, Smash TV is your kind of show!



Out gun the station's superstars and you'll walk home with mucho bucks, prizes and...your life!



Lock your control pad so you fire in the direction you're facing.

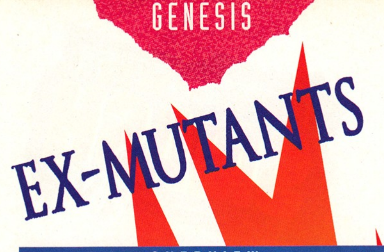


Most prizes appear either at the bottom or left portions of the screen. The best power-ups appear in the upper and left corners.



If you die in the middle of a round, throw yourself into the thickest part of the enemy as soon as your next life enters the stage. The green force shield circle makes you invincible. When it flashes red, it is about to disappear.

Just Review It



EX-MUTANTS

OVERVIEW

Ex-Mutants lets you feel good about being a human being! Good news! You and your buddies used to be mutants, climbing and slithering in the atomic ruins of the year 2055. The good cyborg Professor Kildare changed all that by turning you into genetically normal humans.

Bad news! Sluggo, the green, slimeball king of the mutants, wants to destroy anything that even resembles humans. He's already captured four of your partners. As Ackroyd or Shannon your mission is to rescue your buds, find Energy cells for Kildare, and send Sluggo back to the slime from which he came.

Just Rewind It

Sega has put together a dynamite fighter. Ex-Mutants is loaded with 11 rounds of furious action. (NOTE: You must play at the medium or hard level of difficulty if you want to make it to the end of the game). It can be played as a one- or two-player game. Single gamers can choose to be either Ackroyd with an axe or Shannon with nunchucks.

Axe or 'Chucks?

Ackroyd and Shannon offer advantages to different players. Ackroyd is strong, but slow. His axe has a shorter reach. Shannon is not as strong, but she is fast and her 'chucks reach farther. Each can get you through the game. Ex-Mutants has two types of rounds: fighting and speed. Fighting rounds are where you collect power ups and other goodies.

In speed rounds you stand on a rapidly moving surface. To survive, duck and/or jump the obstacles while hacking away at hordes of mutated critters. The graphics are excellent and the sound bites are even better. You'll be surprised at some of the things the characters say. If you like neo-modern battle carts, you'll get a post-nuclear kick out of Ex-Mutants.

Food items add units to your life gauge.

Platforms can pull back into walls or spin when you land. Don't waste any time standing around. Jump!

You can see each player's strengths before you make a selection. Both are effective fighters.

Professor Kildare gives you a preview of what to expect in each round.

Bust open crates to find coins, diamonds and other valuable power ups.

Drop a bomb here in the caves to reach a secret room and an Energy cell for Kildare.

Clue

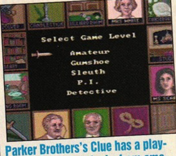


OVERVIEW

Just about everybody knows Clue, the first murder mystery game. Someone has been murdered. You are a budding detective, and your job is to find out...via logical deduction and a process of elimination...whodunit, with what weapon and where.

The translation to Genesis has made Clue a new experience. You still have the usual gang of suspects: Col. Mustard, Miss Scarlet and the others. The murder weapons are still the lead pipe, the knife, the rope, and the gun. And you still get to travel from room to room...sometimes through secret passages.

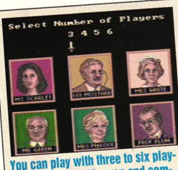
Clue Genesis adds a new twist by getting everyone to huddle in front of the TV. You can make the game even more challenging by requiring players to mentally keep track of the items they find. Get a clue. Play Parker Brother's Clue on your Genesis.



Parker Brothers's Clue has a playing level for everybody, from amateur to Detective. How good are you?



Players interrogate suspects (other players) as to location and murder weapons. Then the crime is reinacted...unless someone has evidence to the contrary!



You can play with three to six players in any mix of human and computer. The suspects are the same as always: Ms. Scarlet, Col. Mustard, Mrs. White, Mr. Green, Mrs. Peacock and Prof. Plum. Whodunit?



Players shake dice over a video board complete with game pieces and rooms.

OVERVIEW

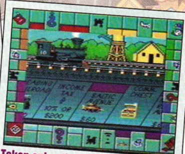
So you want to be a real estate tycoon? Here's how you can do it in one afternoon, at home. Play Monopoly on your Genesis.

Parker Brothers Monopoly was a big hit on the Sega Master System five years ago. This time they've totally redesigned the game to take advantage of the power of Genesis. Every sequence has cool animation and graphics without slowing down game play. The computer players are smart and hard to predict. You can select the number of players, the difficulty level and the length of time you wish to play.

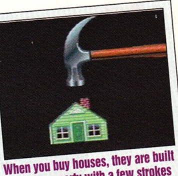
The graphics have a neat 1930's touch and even retain the original Chance/Community Chest artwork. Monopoly board fans will like the switch to the Genesis because now you don't have to mess with paper money, dice and plastic game pieces.



Monopoly on Genesis is as much fun as the board game.



Token animations, backgrounds and lifelike sound effects... including voices, add to the fun.



When you buy houses, they are built on your property with a few strokes of a hammer.

Properties not bought outright are put up to auction. This is your best chance to pick up bargain priced real estate.





It's official! TRADEWEST, creator of the smash hit Battletoads,™ is releasing four new titles for the Genesis. In addition to Battletoads, which was a hit in the arcades, TRADEWEST is putting the finishing touches on Pro Quarterback, Indy Heat, and Championship Pro Am.™ We'd like to say "Welcome Aboard" to TRADEWEST and wish them every success. Check out what they have in store for you.

TRADEWEST is Coming to Genesis

Battletoads™

Battletoads is hot. Zitz, Rash, and Pimple are rock-fisted spacer toads with an attitude. The Dark Queen has kidnapped Pimple and the Princess Angelica. You play as Zitz in a no holds barred, toad-slugging battle in the domain of the Dark Queen. The character animations are spectacular. For power-ups you get to eat flies. Battletoads is large, wild, and definitely crazed fun.

Pro Quarterback

Pro Quarterback is a slick new sports title that comes with the label; "WARNING: THIS GAME IS TOO REAL." You can play solo against the computer, or team up with a friend. Or you can go one-on-one against a friend and let the computer referee. You can pick from 26 professional teams, track player stats, select from six different field conditions, and choose from a comprehensive list of offensive and defensive plays. With the many play options and dramatic 3-D perspective field views, this cart will please sports game fans.

CHAMPIONSHIP PRO AM™

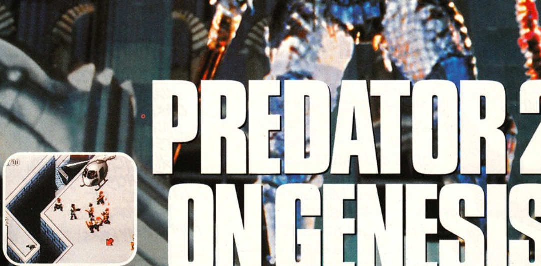
Championship Pro Am gives you classic racing action with a twist: the ability to destroy your opponents. The 24 levels let you test your racing skills against a friend or the computer. The game features eight different track configurations. Avoid the road hazards and pick up accessories to improve your racing vehicles performance. And you even have weapons to slow down or destroy the competition.

Indy Heat

Indy Heat comes straight from the arcades to your Genesis with ten grueling races. You can select racers, upgrade your car with your winnings, and take on Danny Sullivan himself. If you have enough cash, you can allow Danny to upgrade your vehicle for you. The game features pit stops and driving hazards.

HUNT OR BE HUNTED!

PREDATOR 2™ ON GENESIS™



SEARCH THE ROOFTOPS FOR THE PREDATOR'S LAIR

WATCH YOUR BACK, THE PREDATOR'S IN THE SUBWAY!

DEFEAT THE PREDATOR OR JOIN HIS TROPHY CASE

SILENT. INVISIBLE. INVINCIBLE...The Predator is in town with a few days to kill!!!! It comes from a distant world... Invisible, it's armed with powerful weapons unlike anything we know. It mercilessly stalks humans...for sport.

As Lt. Harrigan, it's up to you to rescue innocent people from the clutches of the evil drug gangs—before they become trophies of the Predator. Search the streets, rooftops and subways until you confront it.

Get Predator 2™ on Genesis™... before he gets you!







FOOTBALL'S GREATEST LINE-UP EVER.

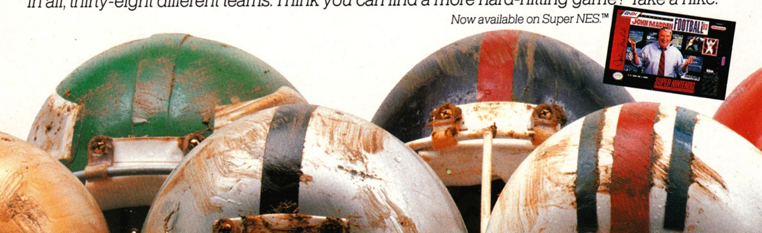
8 GREATEST TEAMS
MIAMI '72
OAKLAND '76
DALLAS '77
PITTSBURGH '78
WASHINGTON '82
SAN FRANCISCO '84
CHICAGO '85
NEW YORK '86
Here are my picks.
John

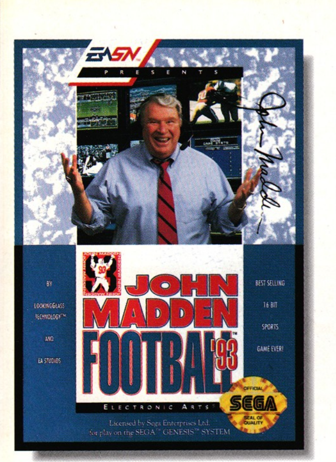
EASN
ELECTRONIC ARTS SPORTS NETWORK

Get ready to tackle Madden's finest season yet. John Madden Football™ '93. The all-new version of the game with the greatest run anywhere. The top of the charts since day one.

This year, Madden really makes history. Twenty-eight updated pro teams. The eight greatest teams of all time—Miami '72, Oakland '76, Dallas '77, Pittsburgh '78, Washington '82, San Francisco '84, Chicago '85, New York '86. Plus the '92 All-Madden team and his Greatest Ever squad. So you can pit the Hogs against the Steel Curtain. And see who lands on top. In all, thirty-eight different teams. Think you can find a more hard-hitting game? Take a hike.

Now available on Super NES.™



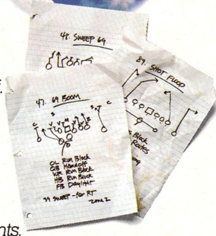


Talk about a game with Madden written all over it. Madden '93 has yards of plays. A total of 125 including new audibles. Each from the pen of John Madden. Including the no-huddle offense and a quarterback kills the clock play.

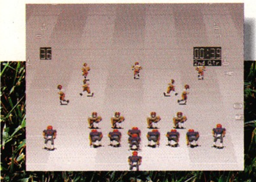
It's a game of match-ups—Madden's brand of football. Each team scouted by the man himself. Battery back-up saves game and player stats through the playoffs. Make the right match-up at every position and you'll go all the way.

The action's never been more explosive. Shoestring catches. Clothesline tackles. Head butts. Defensive shifts. Safety blitzes. Taunts.

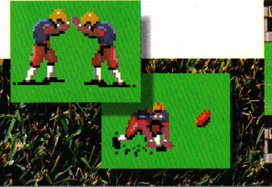
The more intense the action, the more excited Madden gets. Blasting out comments like "Boom! Where'd that truck come from?" It's the true personality of football.



Madden's playbook has some big surprises. Get caught in the wrong formation and you'll get burned.



Call the no-huddle offense and you'll give an out-of-position defense the slip. Especially if it's a snowy day in Buffalo.



With head butts and shoestring catches, this game definitely has all the right moves.



A split play-calling screen keeps the other side of the line on its toes. Tougher computer opponents keep you on yours.

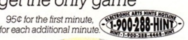
EASN,™ the Electronic Arts Sports Network, is all over the field like a roving linebacker. Highlights. IsoVision™ instant replay. Cameras covering every angle of the game.

Make the right call. Phone (800) 245-4525 anytime. Or visit your local EA dealer. And get the only game worthy of the Hall of Fame.



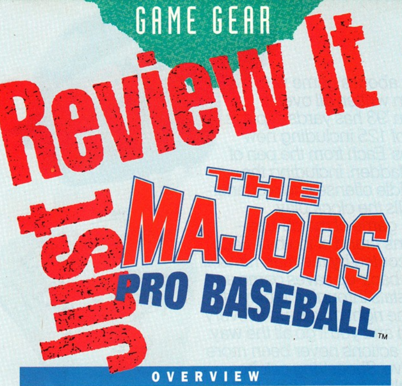
If it's in the game, it's in the game.

95¢ for the first minute, 75¢ for each additional minute.



If you are under 18, be sure to get a parent's permission before calling. Hotline requires a Touch Tone telephone and is only available in the U.S. Call length determined by user, average length is four minutes. Messages subject to change without notice. John Madden is in no way associated with this 900 number. EASN John Madden Football, IsoVision and Electronic Arts are trademarks of Electronic Arts. Licensed by Sega Enterprises Ltd. for play on Sega Genesis system. Sega and Genesis are trademarks of Sega Enterprises, Ltd. Nintendo,® Super Nintendo Entertainment System,® and Super NES™ and the official seals are trademarks of Nintendo of America Inc.



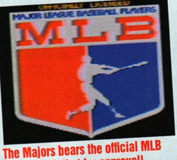


OVERVIEW

This new Baseball cart has a Major League Players Association (M.L.P.A.) license which means you get to play with your favorite team, your favorite real-life players and their '91 stats. You can play daylight outdoors in grass, night outside on grass, and in domes with astroturf.

As you would expect, this title is Gear-to-Gear capable, so you can play with a buddy. You can can also play ball the way the game was meant to be played...double and triple plays, catch fouls, and steal bases.

Even more, the pitcher's capabilities and strengths in most ways parallel their true life counterparts. If you are having a winning game, your pitcher's endurance is longer due to the larger rest. Because statistics are taken from the '91 season, you can even repeat last year's world series (this time Atlanta can win)! For short games, choose exhibition game and 3, 5, or 7 innings. For those with a compelling beanball itch and some time, you can fight the whole pennant race. And since it's on Game Gear, you can do it on the go.




The Majors bears the official MLB Seal. How's that for approval!

High pitches usually go by as balls. Let 'em go and earn the easy base.

Go ahead. Dance on home plate. You earned this run.

You have men on second and third. Don't crowd the plate...and crowd yourself out of a hit.

THE MAJORS PRO BASEBALL

The Show

Home run. It's outa there!

Crowd the batter off the plate with an inside pitch, then follow up with a quick outsider for a strike.

DEFENDERS OF OASIS™

OVERVIEW

At last...traditional RPG has come to Game Gear. Defenders of Oasis has the level of interaction you have wanted to see in handheld RPGs. Defenders is the first 4-Meg Gear title. It has great graphics and sound, plus a battery save feature. Some of the older gamers will find this game a lot like the very first Phantasy Star. It's that good.

You take the role of the Prince of Shanadar. Your father the King has been murdered and your kingdom usurped by an evil force. Behind the plot are the evil descendants of Zahhark, the Snake King. Your quest is to save the kingdom from the snake king, and learn the true nature of your heritage.

RPG

Review It

Defenders follows the basic storyline of most RPGs. All the elements are here to provide a rip-roaring adventure of monster slaying, treasure finding and coming of age. Your first true step in the game (after you have had time to wonder around, buy things in stores and kill some spiders) is to try to leave Shanadar after it has fallen. You'll be faced by the evil Kohle and his magical sword. Go ahead, let him defeat you. You won't die. The magical sword only makes you pass out. You'll be rescued by the resistance, who will point you to the magical Lantern of Jamseed.

You'll find the Genie in the treasury — inside the Lantern of Jamseed. He becomes the second member of your party (you find two more members in the course of the game). One of his magical spells will counter Kohle's sword. You'll also find some interesting things in the treasure chests. Go ahead and take them...you're the prince!

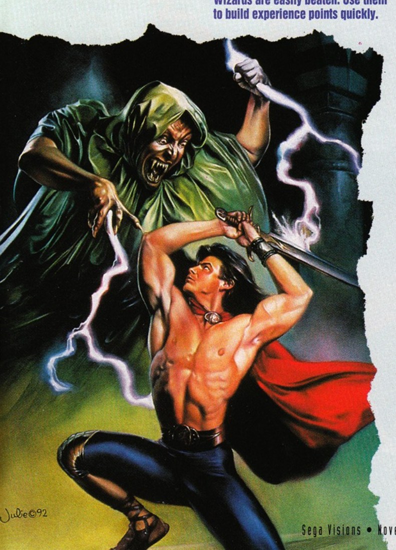
The game offers many choices for weapons and armor upgrading, magic spells, and items. There is more than one way to get to the conclusion of Defenders and the game lets you know if you try something before you are ready. If you are a dedicated RPG fan, take note of this cart.



The merchant aboard ship has things you cannot get at the island. Buy them before you depart.



Wizards are easily beaten. Use them to build experience points quickly.







The Genie has magic to help you defeat Kohle.



The Lamp of Jamseed is hidden in the treasury. The Genie inside will become the second member of your party.



Saleem, the Captain's son, becomes the third member of your party.



The descendant of the Snake King is behind the trouble in Shanadar. He won't stop until all the Rings are his.



Find your dying tutor to gain the Key of Shanadar.

SHINOBI II™ THE SILENT FURY

OVERVIEW

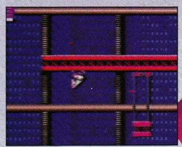
Joe Musashi. He's Sega's most famous ninja. Over the years Musashi has saved the world from the most evil terrorist gangs in existence. Now he has to rescue four of his fellow ninjas...and recover the precious four Elemental Crystals. Each of the ninjas and each of the crystals are hidden in a different area. Rescue a ninja and you can switch back and forth between their special skills. Plus there's a final showdown against Ninja Black and his techno-warriors in their castle fortress.



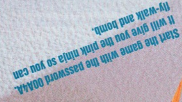
The round select screen shows you what crystals and ninjas you have rescued.

Life hearts restore three segments of your meter. There are at least two in every round.

A map at the beginning of the game shows you where the ninjas and crystals are being held hostage. You can take the rounds in any order, but you must enter the techno-warriors fortress last.



Each ninja has his own special ability. The Pink Ninja can walk upside down like a fly.

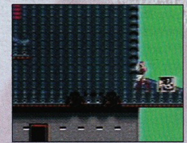


Start the game with the password 00A4A. It will give you the pink ninja so you can fly-walk and bomb.

Extra Lives

You'll find 1-UPs in every round. This one is as high as you can go in the Canyon.

Ninja Magic



Pick up these blocks to gain the power of Ninjitsu: Ninja Magic.

Each elemental ninja has a different power. The Blue Ninja becomes a tornado, destroying techno-warriors, opening boxes and flying. The Yellow Ninja calls down lightning to become temporarily invincible. The Pink Ninja lightens up the darkest places with her magic and the Green Ninja shakes down walls with earthquakes.

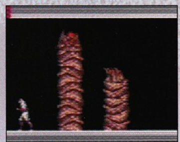
Just Review!

Passwords

After each level a password will appear on the bottom of the screen. Write it down so you can get back to your place in the game.

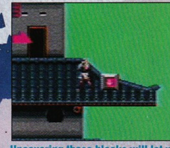


Use the password to save your game between rounds.



Beat the snake to free the Pink Ninja. It's weak spot is the head.

Once you've rescued the ninjas and crystals, the last round will open up. Ninja black is waiting at the end of his fortress, surrounded by the meanest of his techno-warriors. You'll need the skills of all four ninjas to whip this ninjutsu nasty. Go Musashi!



Uncovering these blocks will let you return to this place in the game... instead of the beginning...if you lose your life.



This spine shooting Ninja Mutant also tries to hit you like a steamroller!



You'll find territory ripe for the extinction of whole colonies of the little blue buggers. There are cliffs, water for drowning, spinning blades, barricades, and even one-way walls where you must get your digger to the other side for passage cutting. Each level has a different set of tools available. Some crucial tasks can only be assigned once.

You might for instance, get only one blocker, one digger and one climber on a particular level and have to puzzle out the optimum use of these tools. The are four stages (fun, tricky, taxing, and mayhem), of 30 levels each, with a password continue. The best way to describe this title is as a logic puzzle. This game will stress your solving abilities to the max.

OVERVIEW

Time for more lemming-aid. Lemmings have always had a reputation for playing follow the leader to a fault. Send one of these furry little rodents off a cliff and the rest will follow. Lemmings has been a hit on every system, including the Genesis. Expect this one to follow that lead.

The object is to take your herd of Lemmings through each stage (in one door and out another) using only the characteristics you assign from the available list. Possible tools include: three types of digger (across, diagonal, down), bridge builders, climbers, floaters (have umbrella, will travel), blockers, suicide bombers and lastly, the ability to nuke the whole level when all seems lost. This is the equivalent of Lemming Meringue Pie!



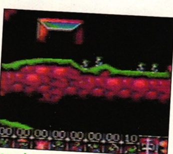
Use blockers to keep your lemmings from going over the edge.

Climbers can even scale moving surfaces, as long as they are vertical.





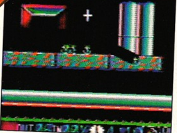
Builders put bridges across holes and can even make ladders.



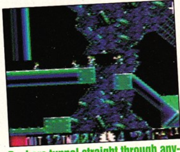
Lemmings drop from gates in the ceiling. To get them to the exit in level 1, make them dig!



Passwords keep track of your progress through the game.



Miners can dig through most surfaces. They don't stop until they're through.



Bashers tunnel straight through anything in their way.



KONAMI®

Climbs Aboard the Sega Genesis Juggernaut!

Maker of the hot arcade title Teenage Mutant Ninja Turtles, Konami is planning three new games for the Sega Genesis:

Teenage Mutant Ninja Turtles — The Hyperstone Heist, Sunset Riders, and Tiny Toon Adventures!



This latest adventure in the Mutant Ninja Turtle saga is an all new game available exclusively for the Sega Genesis. Arch-villian Shredder has stolen the precious Hyperstone, which he can use to shrink New York City (and the entire world!) Your goal: defeat Shredder and recover the stolen Hyperstone before it's too late. But catching the elusive and wily Shredder won't be an easy task — first you'll have to fight your way through five heart-stopping landscapes, all in detailed 3D. If you can make it through New York City, the ocean, Japanese gardens, Niagara Falls, and the Technodrome, maybe you can keep the world (and the Turtles) from getting shrunk. But can you do it in time?

AVAILABLE BY CHRISTMAS '92.

SUNSET RIDERS

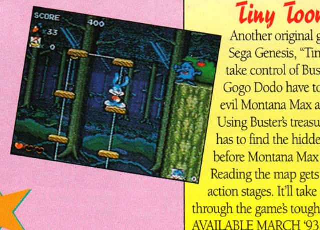
Based on the Konami arcade classic, "Sunset Rider" throws you into the deadly cross-fire of the Old West. You're a daring bounty hunter, out to catch the meanest, smartest, most low-down and deadly outlaws ever to terrorize the high plains. But it won't be easy, pardner. You'll have to chase down trains, guide stage coaches through hostile Indian villages, and battle your way across forests and plains. Angry Indians, ruthless cattle thieves, and vicious outlaws lurk behind every rock and cactus. Pick up extra weapons for quick draws, and gather piles of bounty money as you nab or slab your targets.

Soon



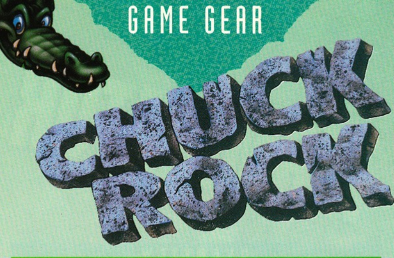


Tiny Toons Adventures



Another original game designed especially for the Sega Genesis, "Tiny Toons Adventures" lets you take control of Buster or Gogo Dodo. Buster and Gogo Dodo have to rescue their friends from the evil Montana Max and Elmyra on Treasure Island. Using Buster's treasure map, the whole gang then has to find the hidden booty on Treasure Island before Montana Max and his henchmen find it first. Reading the map gets you through the game's many action stages. It'll take smarts and dedication to get through the game's tough obstacles.

AVAILABLE MARCH '93.



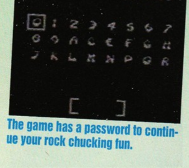
CHUCK ROCK

Some of Chuck's cavetime enemies are really hilarious. Just ask the little-green-lizard-like fellah who enlarges to about 40 times original size when he opens his jaws or those great little pink guys who hang out in Palm trees lobbing coconuts at Chuck!

Mr. Rock can grab and heft boulders for enemy mashing, climbing, tossing in water to jump on (before they sink), and even for head protection from stray falling rocks and birds. His fairly large middle lets you belly-butt the baddies with glee.

Overall, the graphics are a lot of fun, the music is bouncy, the sound effects are thematic and interesting; and the play has its challenges. Take Chuck and go portable!

Chuck can throw rock. He... chucks rocks. Get it?



The game has a password to continue your rock chucking fun.

OVERVIEW

Chuck (a scruffy-neanderthal-cave-dweller-type) has had his wife, the lovely Ophelia, kidnapped and you, the avid action/adventure player, have to help him belly-butt and chuck rocks to get his blushing cave bride back.

Jump on the green fountain to cross the gap. It's too far to jump unaided.

Food items give Chuck strength and extra points.





Rocks can be carried on Chuck's head in case of trouble.



A belly bump is enough to blast most of Chuck's enemies.



Rocks can help you improve your jumping height.

TERMINATOR

OVERVIEW

2029: The future, post Judgment Day. Skynet is sending a Terminator back in time to destroy Sarah Connor, mother-to-be of John Connor, leader of the resistance. You are Kyle Reese, a battle hardened veteran of the war with Skynet and John Connor's right-hand man. Your mission has five stages. Ultimately you must go back in time and shut down the Terminator before it can kill Sarah Connor. The future depends on your success. You can never return.

Welcome to Terminator Game Gear. This new title by Virgin is one of the toughest titles to appear on Game Gear to date. The object of the game closely parallels the action in the first Terminator movie.



Back in Time

Review It Test It

You start with only hand grenades for weapons. Stage 1 is without a doubt the hardest round in the game. As soon as you enter the lab complex, go left and keep moving left. If you stop or move right, you will be swarmed by enemy troops. They will terminate you quickly! The two main objectives here are to find the machine gun and set the time bomb. Escape to the past and you begin a romp down the streets of Los Angeles.



Move down and all the way to the right to find the machine gun in level 1.

Your goal is the Technoir club, where the Terminator is about to find Sarah Connor. But a vicious gang of punks have different ideas. To them you are fair game. They are going to do their best to dance on your face and otherwise get in your way. And if that weren't enough, the police are riding your tail!



The time bomb is up and to the left of the machine gun. When the screen turns red, it's time to head out! Start by going back to where you got the gun.

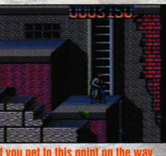
If you get to the Technoir club, you've found the Terminator, too. Give him everything you've got and move fast. The trick here is reflexes. Get the Terminator's moves down and anticipate what he is going to do.

If you keep running in front of the L.A. punks, they won't hit you with molotav cocktails. Stay off of the rooftops.

After you escape from prison (there's another story here!), you must get to the factory for the final showdown. Along with great graphics, sound, and music from the original movie, Terminator offers every gamer a heavy challenge.



In the jail you must battle cops and punks to rescue Sarah. Avoid the Terminator and don't get lost!



If you get to this point on the way to Technoir, jump down. Going up will only pit you against a killer helicopter.



You'll meet the Terminator in Technoir. You can't kill it...not yet. Drive it away to save Sarah Connor. If you get too close, the Terminator will charge you.



Taz-Mania™

Giant Eggs? Big Time Taz Food!

The lost seabirds lay eggs big enough to feed a family of Tasmanian devils for a year. To a furry feller as hungry as Taz, that is something too good to pass by. So he's off and hunting, spinning up a storm as he dodges boulders and bush rats in the badlands, rockets down a mine and skis an icy mountainside.

OVERVIEW

The Search For The Lost Seabirds

He's a tornado with teeth. A hungry feller who will eat anything in sight. He's Warner Bros.' Tasmanian Devil, starring in his own new hit on Game Gear. If you watch Saturday morning cartoons, you know Taz. He's the star of the blockbuster hit on Genesis (see the previous issue of SV for a review on Genesis Taz.) Taz is still spinning, still hungry...and still looking for the lost egg of the prehistoric seabird.



Mining carts will put Taz on the fast track. Duck to avoid low beams.

Just Bowing

Taz lives to eat. He's not on a diet and will happily munch anything edible. Most food items will give you extra points and a few even act as power-ups.

Before he can get the giant egg, Taz will have to battle it out with Francis X. Bushlad, another Warner Bros.' character, as well as whole armies of cartoon critters with bad attitudes. Taz's spin makes him temporarily invincible, although it also uses up his life meter. Food and drinkables will restore the meter, but spin wisely!

Taz-Mania on the Gear does a rock solid job of capturing the graphic look and playability of the Genesis version. It's a pocket rocket of an action game with a fun twist.



Jars give Taz strength to spin up a storm.



Cavemen will do anything to keep Taz from the Seabird egg.



The arctic is about as far from home as a Tasmanian devil can get.



In the arctic Taz has to learn how to ski...and avoid penguins.



The egg of Taz's desire. Now all he has to do is get it away from the seabird.

PRINCE OF PERSIA

OVERVIEW

The Prince of Persia is one of the most famous video game titles of all times. It's no surprise that it is finally making an appearance on Game Gear. The side view, horizontal and vertical scroll format of the game make it a perfect title for the little screen. Fans of the Prince will find that this version is faithful to the plot and theme of the PC original. The figure of the Prince is one of the most highly animated Game Gear figures ever. His walking, climbing, crouching and fighting movements approach cartoon quality.

Jaffar, the villainous Prime Minister, has snatched your Princess and is holding her hostage in the Sultan's palace. He's trying to take over the kingdom while the Sultan is away. As the Prince, your mission is to rescue the Princess and put an end to Jaffar and his plans. Oh...you have one hour.

Into the Palace

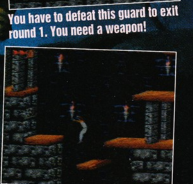
You begin in the deepest depths of the dungeon, where you have been placed to keep you out of the way. This level is the first of fourteen. Hard core Prince of Persia players will recognize some levels, but most are brand new. Ahead are winding labyrinths of tunnels, ledges, spiked pits, trap doors, walls of flame, and other obstacles that are instantly lethal. Death in this game comes suddenly. Search the first level carefully to find the sword. You won't get far without it.



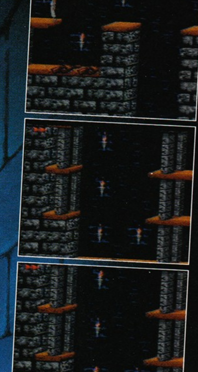
The Princess is who you are trying to save. Ain't she a babe?

Prince of Persia has a password so you can bypass completed levels.

You have to defeat this guard to exit round 1. You need a weapon!



A wrong step will send you back to the beginning of the round.

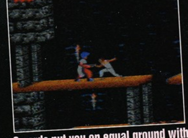


To reach the sword, jump down in the next to the last level of round 1. Move left and jump down to the bottom level. It is yours!

Jaffar's Buddies

The petty poobah has turned everyone in the palace against you. Don't expect any help. Everything from skeletal warriors to the sultan's guard is looking for you with murder on their minds. There's no negotiating — just hard core sword slinging. Let your opponents begin their attack, then hack away as soon as they are in range (but before they begin to strike).

Prince of Persia has a password feature so you can play at your leisure. If you are into sword fights and labyrinth puzzling, then this game is right for you.



Swords put you on equal ground with Jaffar's nasty crew.

FOOTBALL ACTION SO REAL, IT'S... BONE-CRUNCHING!

AUTHENTIC ARCADE FOOTBALL ACTION!

BONE-CRUNCHING TACKLES!

OVER 30 OFFENSIVE AND DEFENSIVE PLAYS!

BASED ON THE ARCADE SMASH!

Super High Impact

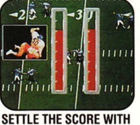
Super High Impact for Genesis brings the fast-paced action of the **BONE-CRUNCHING** arcade smash home. Choose from 18 hard-charging teams and over 30 plays, from a red dog blitz to a never-say-die super fly. "Yer Toast" if the HIT-O-METER rates your tackle "Dweeb", but you can settle the score with an all-out team brawl!

Stop watching from the sidelines... This is football action so real... it's Bone Crunching!









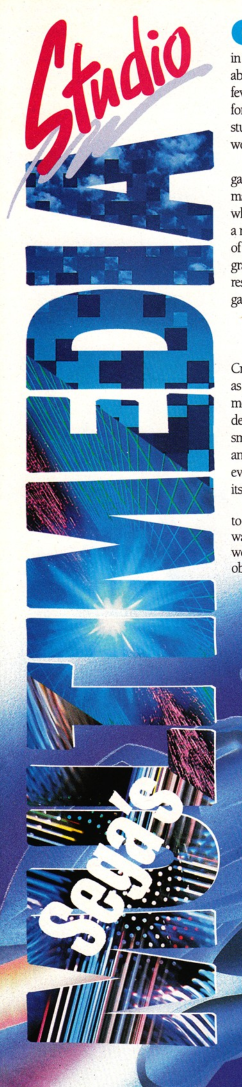
SETTLE THE SCORE WITH AN ALL-OUT BRAWL!



A Classic Western Now



Comes to Television.



Commuters travelling along busy Highway 101 in Redwood City, California have little knowledge about the technical innovations taking place just a few hundred feet from the road. Little do they know, for example, about Sega's state-of-the-art multimedia studio for developing CD-based games, a studio that would rival many film production studios.

CD-based games can go further than any other game medium ever has, with bigger sound, faster animation, and greater depth and complexity. This is why developing a Sega CD game is more like making a movie, with a team of specialists involved every step of the way, all the way from initial design to final programming. Sega's multimedia studio has the resources and facilities to create an entire CD-based game, from start to finish. Let's take a closer look.

Creating a Sega CD Game

Creating a CD game is almost as big an undertaking as making a hit movie. Not only are game development budgets now in the millions of dollars, but the development effort involves the cooperation of a small army of actors, technicians, artists, musicians and special effects geniuses. And in some cases, it even involves the cooperation of the movie studio itself.

This was the case with Batman Returns, the sequel to the highly successful 1989 production. Instead of waiting until the movie was finished before starting work on the game, the Sega development team obtained permission to attend the actual filming of the movie, and shot their own video footage to use in developing the game. By being right there on the set, the development team was able to capture a lot of the original action as well as the stunts that were used in the movie. This procedure also guaranteed that the sets, the characters and the costumes would be true to the original, making the game a small scale interactive version of the movie.

A Sound Investment

Because sound quality is one of the hallmarks of the new CD-based medium, Sega's multimedia studio includes a sound stage and a full-featured recording studio. Here professional musicians compose and produce the music, and sound effects specialists create the sounds that give the games the depth and richness of a motion picture. (See interview with Sega's sound guys on page 82.)

Anatomically Correct

A video stage in the multimedia studio is used to videotape body movements by professional actors and dancers. The videotaped movements are then converted into digital data, providing a basis for the character movements used in the game. By using professional actors to model body movements, the game developers are assured of animations that are incredibly realistic. Here's how the process works:

First, the director poses the actor in front of the camera and gives him instructions on how to move. The movements might be Kung Fu or boxing move-

ments, or even simple dance steps, depending on the game being developed. As the actor goes through his paces, the video camera is rolling, capturing the movement at the standard rate of 30 frames per second.

Next, individual frames of the video are digitized, converting them into computer data that can be more easily manipulated by the graphic artists. With the frames in digital format, the artists will be able to change the actor's costume, add weapons, or make any other changes to the character, all without affecting the anatomical accuracy of the actor's movements.

Digitizing also allows the artist to isolate the character from the background, making it easy to place the character onto different backgrounds. For example, in Streets of Rage II the character can make the same fighting moves in front of various backgrounds — it's the same character, and the same moves, but the backgrounds are changed to add variety to the game.

The most important step in the digitizing process is data compression. Compressing the data allows the programmer to include more levels, use bigger animations, or add more music to the game, simply because the compressed data takes up less room on the media. (Data compression is more important on a cartridge-based game than it is on a CD, because a CD can hold more data than 500 8-meg cartridges.)

Compressing data involves eliminating unnecessary information. For example, standard video captures movement at the rate of 30 frames per second, even though 20 or even 15 frames per second is adequate for most videogame purposes. By eliminating every other frame, the programmer can reduce the data by 50%. Similar reductions can be achieved by reducing the number of colors in the image.

Once the images are digitized, they are modified by the graphic artist and converted into interactive game elements. The programmer can then build the game, combining all the elements like digital building blocks.

How does it all add up? What you'll see when you put a game in your Sega CD is the next level in video game entertainment. The biggest. The best. Games with live-action video and surround-sound. Sega CD gives you the power to go where no gamer has gone before. With assets like the Multimedia Studio, Sega is leading the way to the future. And luckily for us all, gaming will never be the same, again. It will just keep getting better.

After actors have been filmed against the background, miniature stages and models are designed to create the areas of the game. The stage can be photographed from any angle, with every special effect imaginable. When the characters are dropped in via computer enhancement, the end result is as real as a movie.

Multimedia Entertainment

The growing field of multimedia combines digital sound, computer-generated graphics, and animation to create an experience that looks and sounds like video, but which gives more control to the user. Up till now, this technology has been mainly confined to the corporate boardroom, because of the high cost and the limited applications. (You only have to watch one or two "business presentations" to understand why most people have not been rushing to spend thousands of dollars to make floating pie charts or growing bar graphs).

Soon, Sega CD will be able to give you the same kind of control in the area of entertainment. You will be able to play games that approach the look and sound of video, but which let you control the action. In fact, Sega CD games will be able to go one better than many video titles, because they can include a surround-sound track on the CD-ROM.

ILLUSTRATION: Tom Cleveland

NEED HELP?

Continued on page 82.

Interview with Sega's Sound Guys

Sega's recording studio is jam-packed with the latest state-of-the-art equipment, good enough to produce commercial-quality audio CDs. It also cost as much as a small house in the suburbs.

Audio Engineer and Musician Spencer Nilsen works closely with David Javelosa and Brian Coburn at the Multimedia Studio creating the sounds and music that go into the more recent Sega titles. Spencer spends most of his day sitting in front of the dizzying array of high-end equipment, composing and producing the music and sound effects for Sega CD titles. He has been involved with music production for the last 15 years, and has recently released a CD of his music ("Architects of Change"). We spent some time with Spencer, David and Brian last month, and found out how the new CD ROM technology will change the nature of game development forever.

Spencer Nilsen

SV: How much does Sega have invested in this recording studio?

SN: Sega's recording studio represents an investment of about $130,000 in equipment alone. This sounds like a lot until you realize that five years ago this same stuff would have cost twice as much. We were able to get everything we needed for a fraction of what some studios have invested in their equipment.

SV: Can you describe the equipment?

SN: There's too much to list, but basically it consists of a mixer that allows you to hook up an array of inputs and outputs. On the output side, we have a 500 watt Hafler amp driving two pairs of Tannoy speakers. On the input side we have three digital keyboards, three drum modules, two samplers, four signal processors, and an eight-track DAT (Digital Audio Tape) player and recorder. Between the keyboards and the CD player, we're able to play, modify or create any sound.

SV: Do you synthesize sounds with the keyboards?

SN: We use various techniques for generating sounds – synthesizing is one technique we use. We also use sampling of digitized sounds.

SV: What's the difference between synthesizing and sampling?

SN: When you're synthesizing a sound, you're creating it from scratch by combining sound waves to create the desired sound. Sound sampling is a little different. Here you start off with actual sounds that have been recorded and digitized, and you sample from a database of those sounds to build the final piece. For example, if you wanted a cello or a double bass sound, you can sample them from the database of those sounds, which were recorded and digitized using actual instruments.


David Javelosa

SV: It looks like sound and music have become significant aspects of a game. How has this changed the nature of game development?

DJ: In the old days, the sound and music in a game was usually an afterthought, and was mostly buzzes and beeps. The programmer who knew more about sound than the others would go back after the game was finished and add some basic sound effects or a funky melody line made up of different pitched beeps. Nowadays the musician is part of the development team, and is involved right from the beginning. For example, with Batman Returns, Spencer was present at some of the early design meetings where they discussed the different zones in the game. He was then able to think about music to fit the various moods.



SV: How would you describe the music in Batman Returns?

SN: Each zone has its own special theme, and there is an overall theme for the entire game. There is a total of 40 minutes of CD-quality music in the game, although accomplished gamers may not get to hear all of it, especially if they get through a level quickly.

SV: Do you think there's any chance that Sega will be releasing an audio CD of the Batman Returns music?

DJ: That's really a marketing decision, but if we decide to do so, we could handle all the production at this end. The same equipment that we use to produce Sega CDs can also be used for audio CDs. We think the quality of the music is definitely marketable. And after people hear the music when they play the game, we think there will be a huge demand for an audio CD.

SV: What do you think the future holds for music in video games?

DJ: We think that more and more famous musicians will become involved in the development of video games. For example, some game developers are talking to well-known groups such as Aerosmith and individuals like Jan Hammar (who wrote the music for Miami Vice) and Michael Boddicker. We think that video game soundtracks will go the same way as movie soundtracks.

Brian Coburn

THE ULTIMATE AIR STRIKE



Achieve Total Air Superiority with the EA Air Force. Be the first to fly the high-tech Light Helicopter eXperimental in the most advanced 3-D flight simulator for the Sega Genesis.



★Dogfight with MiGs and Havoc gunships, strafe T-80 tanks and SA-8 missile launchers — over 40 types of targets.★ Bring a co-pilot and utilize the two player cooperative play: pilot and gunner.



PILOT REALISTIC VERSIONS OF THE LHX AND AH-64 APACHE.



FLY HUNDREDS OF UNIQUE COMBAT MISSIONS IN LIBYA, EUROPE, AND VIETNAM.



EXPERIENCE THE ACTION FROM 11 DIFFERENT VIEWS.

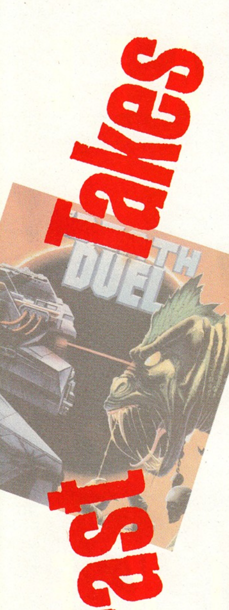




 Visit your retailer or call 1-800-245-4525 anytime



Fast Takes



Genesis

World Trophy Soccer

Virgin's first sports title lets you choose your team by country of origin or by uniform color. Once you've chosen your team, we think you'll be impressed with the colorful graphics. You



might be even more impressed with the controls, which include passing, tackling, heading the ball, as well as aggressive goal shots.

The game gives you lots of options to keep you busy, so don't expect to beat this one



quickly. In fact, some gamers may even find it a little too challenging. But that's good, right?

By Virgin	
Category: Sports	
Players: Single, 2P (Compete)	
RATING	
GRAPHICS	78
SOUND/MUSIC	59
CONTROLS/GAME PLAY	60
DEPTH & CHALLENGE	68
OVERALL FUN	63

Genesis

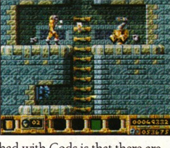
GODS

With puzzles to the max, Gods offers high paced action for the thinking gamer. Not only do you have to whack your way



past aggressive enemies, but you also have to lift levers in a certain order, move objects around and solve all kinds of puzzles to proceed to the next level. Some of the puzzles can require up to 20 moves; miss one move and you could be lost for a long time.

We liked the graphics, particularly the ending. And although we found the control to be a little jumpy at first, we soon got used to it. The only concern we



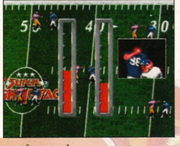
had with Gods is that there are only four levels. But given the difficulty of the puzzles, this should not be a problem.

By Software Toolworks	
Category: Action/Puzzle	
Players: Single	
RATING	
GRAPHICS	70
SOUND/MUSIC	68
CONTROLS/GAME PLAY	60
DEPTH & CHALLENGE	71
OVERALL FUN	63

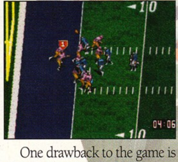
Genesis

Super High Impact

The outrageous arcade smash and bash football game comes to the Genesis. Choose a team from Europe or Africa or maybe Oakland, and get ready to bash it out. Check the Hit-O-Meter to



see if your players are wimpy or wild. They'd better be the latter, because on-field rumbles are the rule in this no-holds-barred simulation. To add even more color, the announcer screams at the top of his lungs.



One drawback to the game is that strategy is mostly limited to throwing. The few running plays available are difficult to perform and not worth the effort.

By Arena	
Category: Sports	
Players: Single, 2P (Coop), 2P (Comp)	
RATING	
GRAPHICS	73
SOUND/MUSIC	73
CONTROLS/GAME PLAY	58
DEPTH & CHALLENGE	68
OVERALL FUN	68

Genesis

Death Duel

Death Duel is a first person one-on-one duel between warriors of the future. Each level starts with a qualifying round in an alien



shooting gallery, where you earn all-important cash prizes that allow you to buy weapons for your duel. The more you win the more you can invest in your weapons, and the better your chances in the one-on-one showdown.

During the duel, you should keep an eye on your life meter to know when to hide behind a wall. Watch your opponent's life



meter to know when victory is at hand. If your opponent tries to hide, draw him out into the open and go for the jugular. And we mean jugular, since the game is not shy about showing blood and carnage. We only wished there were more enemies to blast.

By Razorsoft

Category: Action/Shooting

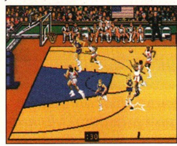
Players: Single

RATING	
GRAPHICS	65
SOUND/MUSIC	55
CONTROLS/GAME PLAY	63
DEPTH & CHALLENGE	70
OVERALL FUN	73

Genesis

Team USA Basketball

If you're a basketball fan, then you're a fan of the Dream Team. This cart has it all — complete international rules including the shorter 3-point line, trapezoid key and 30-second shot clock. If you're familiar with Lakers vs.



Celtics and Lakers vs. Bulls, then this game will have no surprises for you, since Team USA begins where Lakers vs. Bulls leaves off. This time, however, you com-



pete against the best teams the rest of the world has to offer.

Don't expect to blow the other countries off the map unless your skill is of Dream Team caliber. Unlike the Olympics, the world teams will provide a definite challenge.

By Electronic Arts

Category: Sports

Players: Single, 2P (Comp)

RATING	
GRAPHICS	70
SOUND/MUSIC	61
CONTROLS/GAME PLAY	70
DEPTH & CHALLENGE	69
OVERALL FUN	68

Genesis

Jennifer Capriati Tennis

Play as Olympic Gold Medalist Jennifer or create your own custom player to travel the tennis



circuits. If you need practice, you can go to the training mode for drills on any aspect of your game. While we found the graphics to be ho-hum, we thought the play control was excellent. You can serve up a baseline ace or lob it right over that net player's head.

You can choose from 24 different men or women to move up in the ranks. Once you finish the tournaments, you'll find that



it's not over and begin a whole new set of tournaments with another 24 players. Whether you're a tennis fan or not, this title is grand slam fun.

By Renovation

Category: Sports

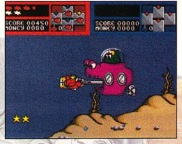
Players: Single, 2P (Coop), 2P (Comp)

RATING	
GRAPHICS	60
SOUND/MUSIC	69
CONTROLS/GAME PLAY	78
DEPTH & CHALLENGE	81
OVERALL FUN	80

Genesis

Gadget Twins

While aimed at the younger player, Gadget Twins can still provide some challenge to the seasoned gamer. Older gamers may find the cartoon-style graphics a little too cutesy-pie for their taste, however, so it's best to buy this one for your kid brother



or sister and then borrow it when you get tired of hammering aliens. You can even team up and play co-op with your brother or sister to gain points in the domestic arena.(We're talking family values here.)



Six graphically distinct levels and lots of stuff to do (such as buying a variety of weapons, and searching for the purloined Dazzling Gem) make this more than your standard hack and slash title.

By Gametek

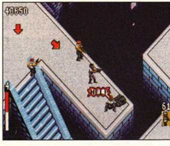
Category: Action

Players: Single, 2P (Coop)

RATING	
GRAPHICS	65
SOUND/MUSIC	59
CONTROLS/GAME PLAY	53
DEPTH & CHALLENGE	51
OVERALL FUN	63

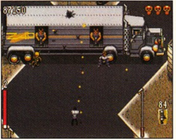
Predator 2

It's 1997 and the Jamaican and Colombian gangs have turned LA into their personal battlefield. If that isn't enough to convince you to take your vacation elsewhere, the city is also being invaded



by a different kind of alien, a Predator with a meaner streak than any street gang can muster.

Predator 2 boasts seven levels of run and shoot action with a showdown finale aboard the Predator ship. Your job is to rescue hostages, eliminate contraband, and rid LA of its alien scourge. If the 3/4 view makes



aiming a little tough, you might try the run and rapid fire method. Whatever you do, don't stick around after finishing a level, or you'll soon see a three-pointed laser target coming at you.

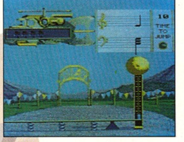
By Arena
Category: Action
Players: Single

RATING	
GRAPHICS	65
SOUND/MUSIC	58
CONTROLS/GAME PLAY	68
DEPTH & CHALLENGE	54
OVERALL FUN	60

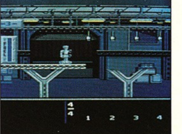
Genesis

Miracle Piano Teaching System

The Miracle Piano Teaching System can actually teach you to play piano, read music, or compose your own songs by using video game techniques to relieve the monotony of repetitive practice. Based on the same system available for the Mac and the PC, the Miracle system consists of a mid-size keyboard that plugs into your Genesis control port, and a standard game cartridge.



We found the software easy to use and fun to play. It constantly monitors your progress, and can even control the keyboard to demonstrate lessons or



play a duet with you. Keep it up, and you may find yourself playing at Carnegie Hall.

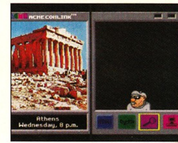
By Software Toolworks
Category: Education
Players: Single

RATING	
GRAPHICS	63
SOUND/MUSIC	71
CONTROLS/GAME PLAY	68
DEPTH & CHALLENGE	86
OVERALL FUN	78

Genesis

Where in the World is Carmen Sandiego

She's back with her pesky gang, stealing important goodies from all over the world. As a member of the Acme Detective Agency,



you must track down Carmen Sandiego and her V.I.L.E. henchmen and retrieve the purloined items.

Although there are only 30 cases (compared to the 80 in Where in Time...), we still found



the game had plenty of challenge. We also found the graphic quality, music, and sound to be slightly better this time around. Check out the travel screen and the great jet effects.

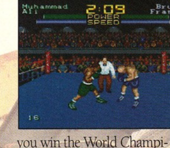
By Electronic Arts
Category: Puzzle
Players: Single

RATING	
GRAPHICS	78
SOUND/MUSIC	54
CONTROLS/GAME PLAY	73
DEPTH & CHALLENGE	73
OVERALL FUN	73

Genesis

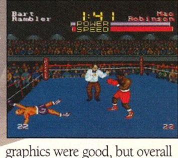
Muhammad Ali Boxing

He was a champ. He was the greatest. Muhammad Ali floated like a butterfly and stung like a bee. Unfortunately, this game does neither. You can play as one of ten boxers, including the famous Ali. Being him does not give you any advantage unless



you win the World Championship. Then you get a belt. The best part of the game is the opening graphics. In the ring, the winner is determined by who can throw the most punches. No real strategy involved.

The options include different length rounds and control configurations. We thought the



graphics were good, but overall there was much to be desired from this slugfest.

By Virgin
Category: Sports
Players: Single, 2P (Comp)

RATING	
GRAPHICS	63
SOUND/MUSIC	69
CONTROLS/GAME PLAY	55
DEPTH & CHALLENGE	54
OVERALL FUN	60

Fast Takes

King Salmon

Don't have the time to go fishing? This game might be just the ticket, although it does feel a little like watching one of those fireplace videos. You can fish for



some of the finest salmon available around Vancouver and on the Kanai River in Alaska: King, Silver, and Red. Naturally, the object is to catch the largest salmon in the tournament. But



watch out for dogfish; they might just eat your prize catch.

While sound and graphics are not this game's strong points, you'll find the controls and challenge worthy of your time and effort.

By Sage's Creation

Category: Sports

Players: Single, 2P (Coop), 2P (Comp)

RATING	
GRAPHICS	55
SOUND/MUSIC	58
CONTROLS/GAME PLAY	68
DEPTH & CHALLENGE	73
OVERALL FUN	83

Young Galahad

As Galahad you are charged with rescuing the Princess Leandra from the clutches of Miragorn



Cimmerian. Twenty-one levels of bold and chivalrous adventure should keep you busy for a while. To add to the challenge, you have to satisfy an objective at every stage, before you can proceed to the next level.

Although you can choose the Training mode to give you a little easier game, you will not be able to go beyond the first world. To



play through the entire game, you need to set the difficulty level to Normal or Hard.

While we liked the overall graphic quality, we thought the background graphics lacked detail. We also thought the character movements were too limited.

By Electronic Arts

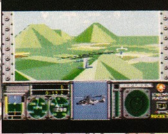
Category: Action/Adventure

Players: Single

RATING	
GRAPHICS	73
SOUND/MUSIC	65
CONTROLS/GAME PLAY	70
DEPTH & CHALLENGE	71
OVERALL FUN	68

Steel Talons

As a member of the elite group of helicopter flyboys known as the Steel Talons, you can choose to fight head-to-head against another flyer and undertake 12 training or 12 combat missions. Incidentally, even though you can choose to fly the 12 missions as combat or training, we were hard pressed to divine a difference between the two.



We liked the cool terrain that was evident throughout the game — canyons, mountains, rivers, and hills. On the other hand, we thought the play con-



trol was limited, which is too bad for a game in which control is the most important element.

By Tengen

Category: Simulation

Players: Single

RATING	
GRAPHICS	60
SOUND/MUSIC	58
CONTROLS/GAME PLAY	53
DEPTH & CHALLENGE	60
OVERALL FUN	73

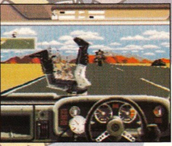
Outlander

Imagine a post-holocaust world where mohawked motorists rumble across deserted highways in search of priceless fuel and water. If you think this sounds a little like Mad Max, you're right.



And just like the movie, the game consists of two main activities — driving and fighting.

First you're on the road, trying to stay alive as you battle other blood-thirsty motorists. Killer explosions and massive wipe-outs are the trademarks of



this game. Next you're on foot, engaging in hand-to-hand combat with an assortment of questionable characters. We liked the graphics and the play control, but we don't recommend this one for the squeamish.

By Software Toolworks

Category: Action

Players: Single

RATING	
GRAPHICS	68
SOUND/MUSIC	54
CONTROLS/GAME PLAY	60
DEPTH & CHALLENGE	63
OVERALL FUN	63

Sega Visions • November/December 1992

Wheel of Fortune

Now you can take the classic game show on the road. The Game Gear version lets you compete against two other players, human or computer, as you try your hand at solving puzzles.



If you have the most money after solving the three puzzles in the game, you get to compete in the bonus round for big prizes.



We liked the graphics and animation, especially the way the characters responded to the different outcomes by smiling or frowning. On the other hand, the limited player participation made the game feel repetitive. But if you're a Wheelie, you'll get a kick out of this one.

By Gametek

Category: Puzzle

Players: Single, 2P (Compete)

RATING	
GRAPHICS	68
SOUND/MUSIC	43
CONTROLS/GAME PLAY	55
DEPTH & CHALLENGE	71
OVERALL FUN	65

Game Gear

RC Grand Prix

Race against three computer opponents and finish third or better to win cash prizes and advance to the next race. You can use your winnings to upgrade your car by buying high speed gears, a souped-up engine, more powerful batteries, or high speed tires. The trick is to buy these upgrades in the correct order, since different tracks require different characteristics. You have to complete ten races.





While we liked the strategy element (using your winnings selectively to upgrade your wheels had a real-life feel about it), we felt a little cheated that we could only play against computer opponents. We would have liked to see a two-player mode using the Gear to Gear cable.

By Absolute Entertainment

Category: Driving

Players: Single

RATING	
GRAPHICS	68
SOUND/MUSIC	54
CONTROLS/GAME PLAY	60
DEPTH & CHALLENGE	63
OVERALL FUN	63

Game Gear

Aquatic Games

Join James Pond and the Aquabats in eight different aquatic events. Up to four players can compete in this playful offshoot of the James Pond series, where you can try your hand at events such as the 100 Meter Splash,



Shell Shooting and Kipper Watching, among others. You can also receive three levels of training on all the events, ranging from James Pond's Workout to Piranha Practice.

We liked the large colorful graphics, and the fact that up to four people could compete. On the other hand, even though the game is targeted at younger players, we thought it could have been more challenging.



By Electronic Arts

Category: Sports

Players: Single, Multiple (Comp)

RATING	
GRAPHICS	70
SOUND/MUSIC	63
CONTROLS/GAME PLAY	68
DEPTH & CHALLENGE	60
OVERALL FUN	63

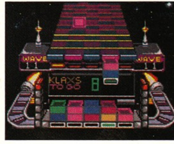
Game Gear

Klax

Klax is the coin-op hit brought straight to the Game Gear. If you are addicted to Tetris, you'll feel right at home here. You have to field wave after wave of tumbling tiles of different colors, and maneuver them with your paddle to create "klax" patterns. A klax is a set of three or more tiles of one color arranged horizontally, vertically, or diagonally.



Diagonal klaxes are the most difficult to achieve, and so are rewarded with the most points. But the game has other tricks up its sleeve. In particular, it sets goals at the beginning of each wave, such as get three diagonals, or survive 40 tiles, or



achieve 10,000 points. Frustration aside, we rated this game high on Overall Fun.

By Tengen

Category: Puzzle

Players: Single

RATING	
GRAPHICS	73
SOUND/MUSIC	50
CONTROLS/GAME PLAY	78
DEPTH & CHALLENGE	79
OVERALL FUN	78

Can You Top This?

Wotta Ham!

Desert Stormin'

Jim Scalzo
San Bruno, CA

Four to Beam Up

Bornt Pfeifer
New Windsor, NY



Where do YOU play your Game Gear?

Send photos to: Sega Game Gear Photos

P.O. Box 5346, Redwood City, CA 94063

Incoming!

Hey, fellow gamers! Here's a peek at the titles planned for release over the next few months. Of course, new titles are popping up all the time, so the list may change slightly. We'll let you know if that happens. Meanwhile, here are some titles we can all look forward to for the next few months.

Sept/Oct '92

Genesis

Predator 2	Action	Acclaim
Rampart	Strategy	Tengen
Gemfire	Strategy	Koei
Where in the World is Carmen Sandiego?	Adventure	Electronic Arts
Super High Impact	Sports	Acclaim
Jennifer Capriati Tennis	Sports	Renovation
King Salmon	Sports	Sage's Creation
RBI4 Baseball	Sports	Tengen
Death Duel	Fighting	Razorsoft

Game Gear

Chuck Rock	Action	Sega
Smash TV	Action	Flying Edge
Taz-Mania	Action/Adv	Sega
Batman Returns	Action/Adv	Sega

Nov '92

Genesis

Sonic The Hedgehog 2	Action	Sega
Crue Ball	Action	Electronic Arts
Shadow of the Beast II	Action	Electronic Arts
Gods	Action/Puzzle	Software Toolworks
Superman	Adventure	Sunsoft
LHX Attack Chopper	Flying	Electronic Arts
Joe Montana 3	Sports	Sega
WWF Wrestlemania	Sports	Acclaim
Miracle Piano Teaching System	Education	Software Toolworks
Uncharted Waters	RPG	Koei

Game Gear

Wimbledon Tennis	Sports	Sega

Sega CD

Black Hole Assault	Fighting	Bignet
Cobra Command	Flying	Sega
Wonderdog	Action/Adv	JVC
Sewer Shark	Action/Adv	Sony Imagesoft
Night Trap	Action/Adv	Sega
Make Your Own Video #1	Hobby	Sony Imagesoft
Sol-Feace	Shooter	Sega
Sherlock Holmes	RPG	Sega

Dec '92

Genesis

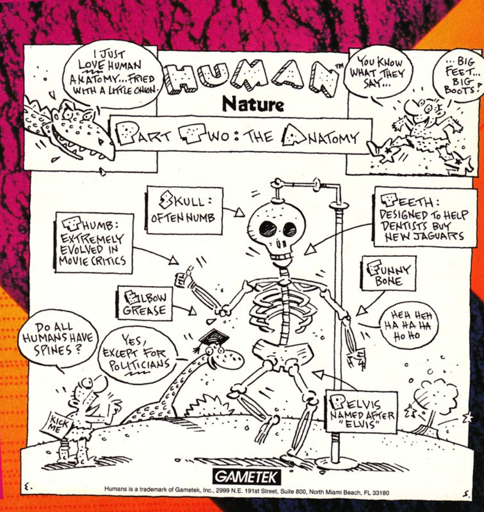
Batman	Action	Sunsoft
Captain America	Action	Data East
Toxic Crusaders	Action	Sega
Chakan	Action	Sega
Batman Returns	Action	Sega
TaleSpin	Action	Sega
Ex-Mutants	Action	Sega
Ariel, Disney's The Little Mermaid	Action	Sega
Home Alone	Action	Sega
Global Gladiators	Action/Adv	Virgin
Terminator 2	Action/Adv	Acclaim
Teenage Mutant Ninja Turtles	Action/Adv	Konami
Risky Woods	Adventure	Electronic Arts
Indiana Jones III	Adventure	US Gold
Sunset Riders	Adventure	Konami
Gadget Twins	Adventure	Gametek
World of Illusion	Adventure	Sega
Dolphin	Adventure	Sega
Road Rash 2	Driving	Electronic Arts
Chase HQII	Driving	Taito
Super Battle Tank	Driving	Absolute
Lotus Turbo Challenge	Driving	Electronic Arts
Hit the Ice	Sports	Taito
Andre Agassi Tennis	Sports	Tecmagik
Leaderboard Golf	Sports	US GOLD
Madden Football '93	Sports	Electronic Arts
Muhammad Ali Boxing	Sports	Virgin
Superbowl	Sports	Tecmo
Tecmo World Cup	Sports	Atlus
Great Waldo Search	Puzzle	THQ
Clue	Puzzle/Strategy	Parker Brothers
Monopoly	Puzzle/Strategy	Parker Brothers
Bio-Hazard Battle	Shooter	Sega
Lightning Force	Shooter	Sega
Steel Talons	Flying	Tengen

Game Gear

Sonic The Hedgehog 2	Action	Sega
The Simpsons - Bart vs. the Space Mutants	Action	Flying Edge
Chakan	Action	Sega
Shinobi 2	Action	Sega
Alien 3	Action/Adv	Flying Edge
Indiana Jones III	Action/Adv	US GOLD
Terminator	Action/Adv	Virgin
Land of Illusion	Adventure	Sega
Ariel, Disney's The Little Mermaid	Adventure	Sega
Marble Madness	Action/Strategy	Tengen
Rampart	Strategy	Tengen
Streets of Rage	Fighting	Sega
The Majors: Pro Baseball	Sports	Sega
Arch Rivals	Sports	Flying Edge
Lemmings	Puzzle	Sega
Prince of Persia	RPG	Tengen
Defenders of Oasis	RPG	Sega
RC Grand Prix	Driving	Absolute

Sega CD

Monkey Island	Action/Adv	JVC
Batman Returns	Action/Adv	Sega
Adventures of Willy Beamish	Adventure	Sierra On-Line
Prince of Persia	RPG	Sega
Rise of the Dragon	RPG	Sega
Make Your Own Video #2	Hobby	Sony Imagesoft
Music Video 1	Hobby	Sega
Music Video 2	Hobby	Sega





Game Gear Replacement Parts, Peripherals, and Accessories

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2102	Gear-to-Gear Cable	15.00
2103	AC Adapter	13.00
2105	Rechargeable Battery Pack (With AC Adapter)	54.25
2115	Car Cigarette Lighter Adapter	20.00
2116	Wide Gear	17.95
2117	Master Gear Converter	20.00
253-6386	Cartridge Cases	1.00
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Game Gear Game Cartridges

2405	Ax Battler	$32.50
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2311	Clutch Hitter	25.00
2502	Crystal Warriors	41.95
8602	Devilish by Sage's Creation	36.50
2404	Donald Duck	40.95
2305	Dragon Crystal	31.95
2319	Fantasy Zone	27.50
2301	G-Loc	36.95
2318	Halley Wars	36.95
2403	Joe Montana Football	40.95
2406	Leader Board Golf	25.00
2401	Mickey Mouse: Castle of Illusion	36.95
2312	Ninja Gaiden	40.95
2306	Psychic World	31.95
2307	Putt & Putter	31.95
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2402	Shinobi	40.95
2315	Slider	36.95
2316	Solitaire Poker	31.95
2408	Sonic the Hedgehog	24.99
2314	Space Harrier	36.95
2304	Super Monaco GP	25.00
8603	Supergolf by Sage's Creation	36.50
2203	Woody Pop	25.00

Genesis Replacement Parts, Peripherals, and Accessories

1602	Genesis AC Adapter	$15.00
1603	Auto RF Switch Box & Cable	10.00
1605	Video Cable	10.00
1650	Genesis Control PaD	18.00
1655	Arcade Power Stick	49.95
1656	Genistick Joystick	20.85
1620	Genesis Power Base Converter	34.99
253-6320	Blank Cartridge Covers	2.00
672-0179	Phantasy Star II Hint Manual	5.00
1804	D & D Hint Book	12.95

Genesis Game Cartridges

1402	Abrams Battle Tank	$63.25
1005	Alex Kidd: Enchanted Castle	41.75
1121	Alien Storm	53.25
1039	Alisia Dragoon	54.95
1100	Altered Beast	39.95
1203	Arnold Palmer Golf	32.50
1703	Art Alive	32.50
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1014	Dick Tracy	53.25
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1010	Kid Chameleon	60.00
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1510	Mario Lemieux Hockey	58.25
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1129	Midnight Resistance	53.25
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1125	Outrun	53.25
1201	Pat Riley Basketball	32.50
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1303	Phantasy Star III	81.50
1023	Quackshot With Donald Duck	53.25
1105	Revenge Of Shinobi	32.50
1114	Shadow Dancer	32.50
1310	Shining in the Darkness	58.25
1009	Sonic the Hedgehog	58.25
1102	Space Harrier II	45.00
1016	Spiderman	58.25
1019	Streets of Rage	58.25
1112	Strider	76.50
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1302	Sword of Vermilion	58.25
1000	Thunder Force II	45.00
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1128	Twin Cobra	46.50
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1202	World Championship Soccer	32.50
1004	Zoom!	33.50

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3020	Control Pad	14.00
3035	Auto RF Switch Box and Cable	10.00
3040	Sports Pad (refurbished)	39.95
3050	Light Phaser (refurbished)	35.00
3073	3-D Glasses (refurbished)	34.95
3045	F-Type Convertor	3.00
3055	Matching Transformer	3.00
253-6018	Blank Cartridges Covers	2.00

Master System Game Cartridges

7041	Aerial Assault	$26.00
5120	Columns	19.99
7030	Dead Angle	24.99
7042	E-Swat	24.99
7055	Ghouls n Ghosts	24.99
9004	Golden Axe	29.99
7505	Golden Axe Warrior	24.99
7062	Joe Montana Football	24.99
7052	Michael Jackson's Moonwalker	24.99
5121	Paper Boy	24.99
7032	Psycho Fox	24.99
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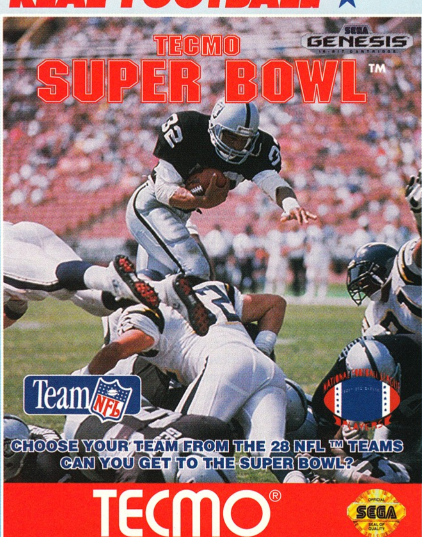
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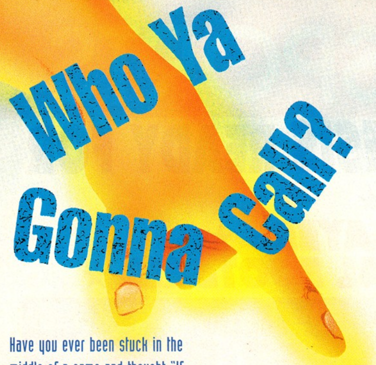
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Have you ever been stuck in the middle of a game and thought "If only I had a number to call to get out of this."

Well, sweat no more! Here's all the information you need to get out of any mess. Keep it with your games so you can reach it quick when the action gets thick.

One thing though, most of these calls are long distance. Be sure you check with whoever pays your phone bills before you start racking up those game play assistance calls.

For game play assistance, new game release information, or new product information

Sega Brand Games
Renovation Games
Treco Games
415-591-PLAY

This line offers game play assistance, new game and hardware release information, and any other consumer service or information request.

Absolute Games
201-652-1227

Bignet
415-296-3883

Data East USA
408-286-7080

Electronic Arts
415-572-9448

Flying Edge
516-624-9300

GameTek
305-935-3995

Galoob
513-868-8835

JVC
213-878-0101

Kaneko
708-808-1370

Koei
415-348-0500

Kyugo
609-683-4110

Mentrix
310-538-2216

Mc O'River (Nuvision)
714-894-3355

Micro Prose
410-771-1151

Namco Hometek
408-496-6371

Parker Brothers
508-927-7600

Razorsoft
405-843-3505

Sage's Creation
415-346-2278

Sierra
209-683-4468

Software Toolworks
415-883-3000

Sony
310-858-3777

Sunsoft
714-891-4500

T-HQ
818-501-3241

Taito
708-520-9280

Tecmagik
415-637-1350

Tecmo
310-787-2900

Tengen
408-473-9400

Tokai
310-326-8880

Treco
310-782-6960

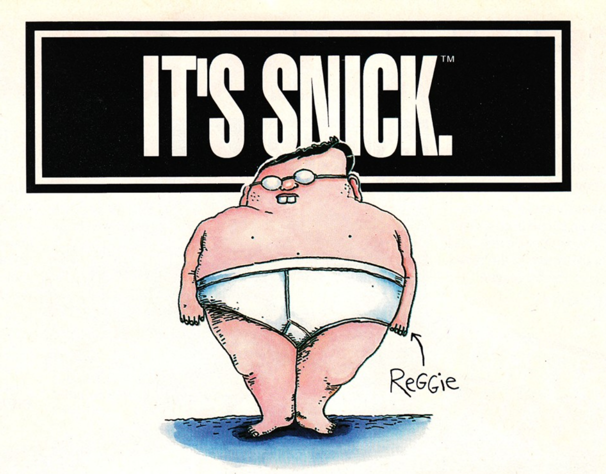
U.S. Gold
415-281-8690

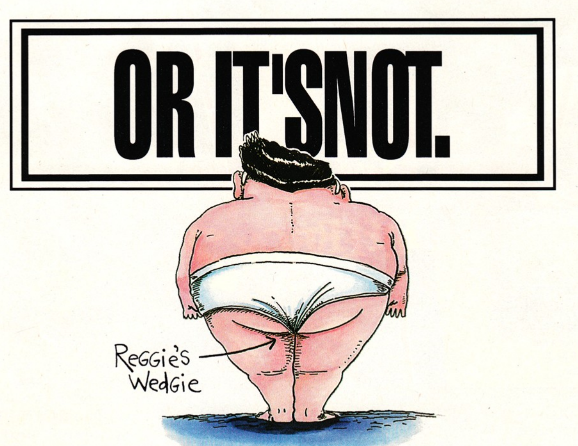
Virgin Games
900-288-4744

If you wish to write to Sega for TECHNICAL ASSISTANCE, REPAIR INFORMATION, ORDER INFORMATION, COMMENTS, COMPLAINTS, NEW GAME RELEASE INFORMATION and HELPFUL HINTS, write to:

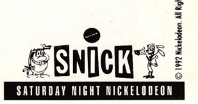
Sega of America
Consumer Service Dept.
3375 Arden Road
Hayward, CA 94545







"Clarissa"™ at 8:00. "Roundhouse"™ at 8:30. All new episodes of "Ren & Stimpy"™ at 9. "Are You Afraid of the Dark"™ at 9:30 E.T.



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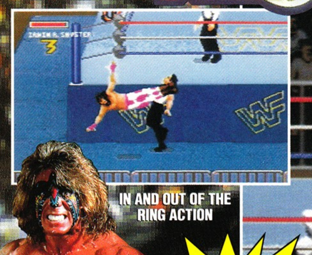




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